

# IRON CROSS

SPECIAL OPERATIONS  
MANUAL

GOVERNMENT  
PROPERTY  
WAR DEPT.  
0-00794-B



# BARON'S OPERATIONS MANUAL

TM



**First Edition**

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## INTRODUCTION

Thank you for purchasing Iron Cross. Iron Cross is a World War II simulation that gives players command over a variety of infantry, artillery, and armor units in historic battle settings. You can choose to play either the Allies or the Axis, with full control over your choice of units and their initial placement on the battlefield. Each scenario has its own victory conditions, so remember that the side with the strongest army doesn't always win—the number of units you destroy and lose as well as completing the victory requirements of a scenario are factored into the final victory results.

As you play Iron Cross, remember that the game is a real time simulation—the action continues whether you are paying attention or not. Your units will carry out your last orders, fighting and moving until they complete their orders, defeat the enemy, or die trying. We feel that this real time action best simulates the unfolding of a real battle.

## GETTING STARTED

After the game introduction ends (you can press ESC to hasten this) the Main Menu will appear. Use the arrow keys or the mouse to select items in this menu, and Enter to make Iron Cross accept your choice. Here is an explanation of your choices in this menu:

**RESUME CURRENT GAME:** Selecting this will resume a current game of Iron Cross.

**NEW GAME:** Selecting this will begin a new game of Iron Cross.

**HIGH SCORES:** Shows High Score list.

**DEMO:** Begins a demonstration game of Iron Cross.



**GAME SETTINGS:** Brings up the game settings menu. This menu allows you to speed up or slow down the animation rate (select off if you have a slow machine), alter the game speed, and adjust the volume of game sounds and music. Use the arrow keys to select a menu item and use the Enter key to toggle through the choices offered.

**QUIT:** Returns you to DOS.

Once you have selected new game, a screen will appear that asks you to pick an officer to load or create a new officer. Select "new" to pick game difficulty, nationality and name for officer. Default game difficulty is Crippled. Crippled level ensures that the computer will have 10% less points to spend on units than Tolerable level. Tolerable (the second level) is equal, and the next three levels above that each give the computer an extra 10% more points to spend on units. After you have selected an officer, you will be given a choice of scenarios. A list of these scenarios can be found on page 15 of this manual.

Once you have chosen a scenario, a side, and a difficulty level, the game play begins, placing you in the Purchase Units screen.



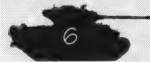
## HOW TO PLAY (THE SHORT VERSION)

Select New Game from the main options menu to start a new game. A list of officers will appear—choose one or create a new one and select game difficulty and nationality. A list of scenarios will appear next. Take your pick. The purchase units screen will then appear.

A list of units of your nationality will appear. You can switch from squads to armor or artillery by clicking on one of the three buttons in the upper left corner of the screen. We recommend that you choose a good mix of units and spend all of your points doing it, unless you have some special plan in mind for the scenario you've chosen. Once you are done with this, the main game screen will appear, and you will be asked to place your units. Place them within the shaded area on the screen, keeping in mind that high ground is good for artillery, and forests provide a measure of cover against enemy guns.

The moment you place your final unit, the battle will begin. Determine how many air and artillery strikes you have available, then plan to use them on enemy concentrations. We think that using them as early as possible is a wise idea, because it reduces the enemy's ability to fire back at your units. Use the victory status button as soon as you can to determine what zones you need to take or hold in order to win.

If you are not the defender you will need to move your units into the victory zones to win the scenario. You need to have more units in a victory zone than your opponent; ties go to the defender. To move a unit, click on it and then click on the unit's destination—then right click to make the computer accept the order. The unit will begin to move to its destination automatically.





## **A FEW HINTS:**

Moving units have a harder time hitting a target than stationary ones.

Units that continually fire at the same target get a better chance to hit that target with every shot.

Pay attention to the terrain your units are on—some improve your unit's defense or visibility.

High ground is good.

Close range is about 2-3 tank lengths or less on the screen. Everything else is long range.

Read the rest of this manual for a deeper understanding of terrain effects, unit abilities, and situational modifiers to become a better general.

***Above all: Enjoy yourself!***



## PURCHASE UNITS

After you've picked the scenario you want to play, the purchase units screen will appear. This screen is where you pick the units that you're going to need in the coming battle.

### THE SCREEN:

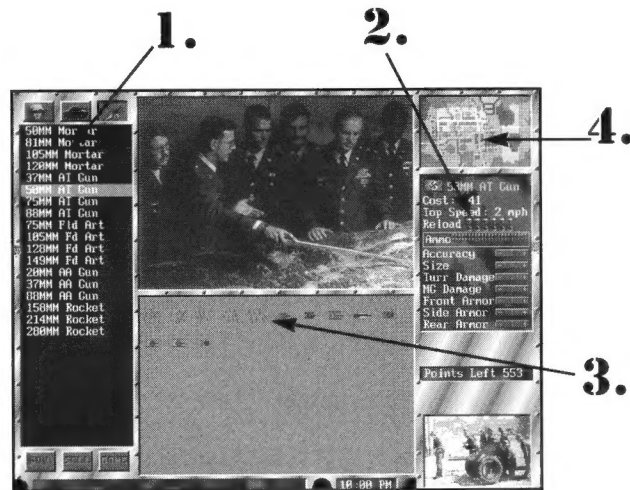
On the left side of the screen is a list of units (1) available for purchase. The right side of the screen shows a list of statistics (2) Each hourglass indicates approximately a 2-3 second delay. (3) will display a graphical list of your units once you begin buying them. Finally, an overhead map (4) of the scenario will appear in the upper right.

### THE CONTROLS:

Use the arrow keys or mouse to move the red highlight to the unit you want and click on buy or press enter to buy the unit. If you want to buy armor or artillery, click on the appropriate button in the upper left corner.

If you buy the wrong unit by mistake, click on the graphic of the unwanted unit and then click on sell. The unit will disappear and your points will be returned.

When you are satisfied with your purchases, click on done to go on to the combat screen.



## THE RULES:

You can purchase any combination of units your points will permit. If you are left with extra points, they will be returned during the reinforcement phase of combat.

All units have a cost, top speed, and reload rate, but the rest of the statistics differ for squads. Here is a list of statistics and what they mean:

### ALL UNITS:

**COST:** Cost of buying the unit.

**TOP SPEED:** Unit's speed in relation to other units. A unit with a speed of 8 moves twice as fast as a unit with a speed of 4.

**RELOAD:** Firing rate of a unit in relation to other units. A unit with 2 hour glasses will fire twice as often as a unit with 4 hour glasses.

### SQUADS:

**MEN LEFT:** Indicates the remaining strength of a squad.

**SPECIAL WEAPONS:** Shows weapon icons for units with flame-throwers, bazookas, and machine guns.

**FIREPOWER INDICATORS:** Indicates the strength of a unit's weapons against another unit. Near means 2-3 tank lengths (about 30 pixels) away. Red or blue mean a unit has a negative or positive chance to hit another unit, respectively.



## ARMOR/ARTILLERY:

(1) **AMMO:** Turret ammunition remaining. Red is anti-personnel ammo, gray is anti-armor. Your unit will automatically use the best ammo for the target. If your unit runs out of ammo, it will be reduced to using its machine gun (a much weaker weapon). *Note: Some tanks and artillery don't have machine guns.*

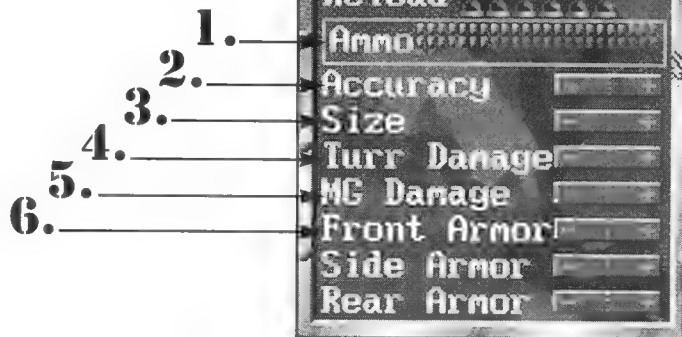
(2) **ACCURACY:** A measure of the unit's chance to hit another unit.

(3) **SIZE:** A negative in size indicates a larger, easier target to hit.

(4) **TURRET DAMAGE:** A rating of the turret weapon's destructive power.

(5) **MACHINE GUN DAMAGE:** A rating of the unit's machine gun damage.

(6) **ARMOR:** Rates the unit's strength against attacks coming from the front, sides, or rear of the unit.



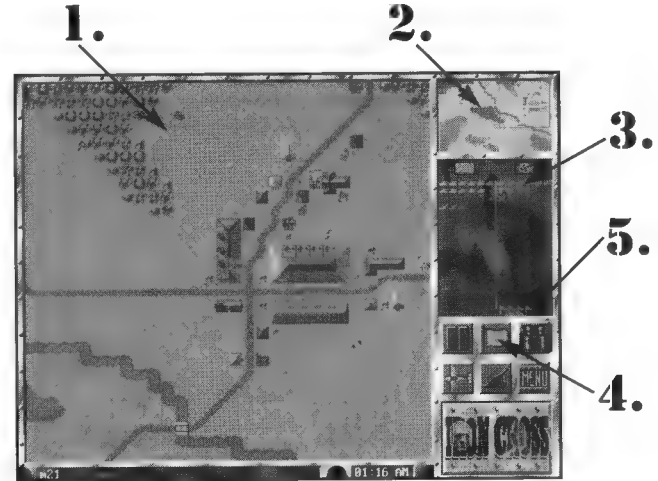
# COMBAT

## UNIT PLACEMENT:

Before combat can begin, you must place the units you bought. Units can be placed by clicking on any shaded area on the main screen. A picture of the unit to be placed and a list of its statistics will appear on the right side of the screen. If you want to view another part of the battleground, click on the small map in the upper right corner of the screen. When you finish placing units, combat will begin.

## THE SCREEN:

The largest part of the screen is devoted to the main combat screen (1). All the action takes place here. Clicking on a unit or terrain feature will pause the action and give information about the object. Note: When you right click on an object you center the screen on this object. The upper right part of the screen is an overhead map (2) that is used to move your point of view from one part of the map to another. Immediately below that is a graphical list of existing and lost units (3). Near the bottom right are 6 buttons that control various functions in combat (4). The flags in the lower right (5) are a graphical representation of the current victory status; the attacker must control most of the flags at the end of the scenario to win (see scenario descriptions page 15). This area also shows how many artillery and air strikes you have remaining.





## MAIN SCREEN:

The Controls: Left Click on any of your units to get information on that unit or give orders to it. Left click on any other part of the main screen to get information about a terrain feature. Clicking in this manner will pause the action until you right click to resume the game. Right Click on the main screen to move around the screen.

Overhead Map: Left click on the overhead map to move the main screen's viewpoint to the area selected.

## CONTROL BUTTONS

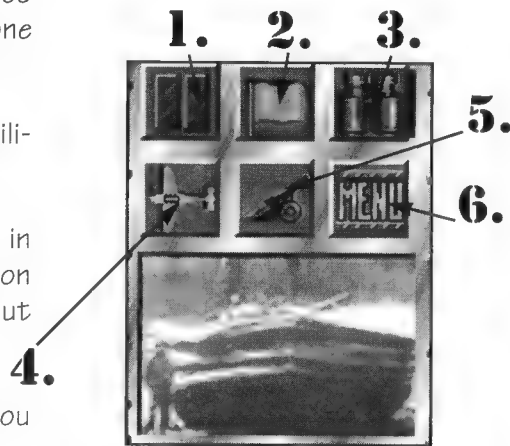
(1) **PAUSE:** Stops game action until pause is clicked on again.

(2) **VICTORY STATUS:** Shows your current victory status and indicates victory zones by coloring them on the main screen. *Note:* The color of the zone indicates who controls the victory area. Blue is for Allies, Red is for Axis.

(3) **VISIBILITY:** Shows the visibility of all terrain features. The more visibility possible from a particular position, the whiter the position will appear.

(4) **AIR STRIKE:** Designate an air strike against the spot you selected in the main screen. Only works if you have one available. A tiny red airplane icon will be in area 3, (of the main screen) if one is available. Air Strikes take about 30 seconds to get started.

(5) **ARTILLERY STRIKE:** Designate an artillery strike against the spot you



selected on in the main screen. Only works if you have one available. A tiny red cannon icon will be in area 3, (of the main screens) if one is available. Artillery strikes take about 5 seconds to get started.

**(6) MENU:** Brings up the opening game menu. Select Resume Current Game to return to your game.

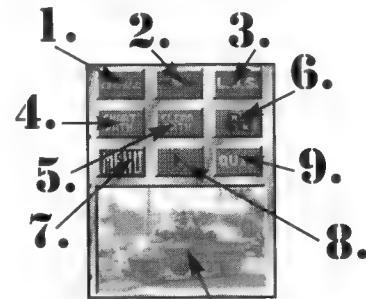
## UNIT ORDERS

When you click on one of your units you will get a list of statistics for the unit (same as the purchase unit statistics) and a new set of icons. From here you can click on any part of the screen to select a new direction for the unit to move in. The computer will pick what it thinks is the best path for your unit to follow, taking into account terrain, safety, and visibility. Following is a list of icons for this screen.

**(1) MODE:** Changes the priority of actions for the unit in question. The four possibilities are: move, attack, attack and move, and move and attack (the default). Move tells the unit to move without attacking, attack tells the unit to attack without moving, move and attack makes the unit prefer moving to attacking unless a really good shot presents itself, and attack and move tells the unit to prefer attacking to moving unless there are no decent targets.

**(2) TARGET:** Changes the unit statistics to hit and kill chances. The current target is the unit referred to in these stats. Possible targets are boxed in blue, and the current target has a crosshair over it. Select "Best Target" to return to the original target, or click on a valid target to select it as the new current target. *Note:* Selecting any target besides "Best Target" will cause your unit to fire at the target until one or the other is destroyed or they lose visual contact.

**(3) L.O.S.** (Line of Sight) Shows the areas and targets the unit is able to see by coloring them white. Click on L.O.S. again to turn this feature off.



PICTURE: Unit currently selected

(4) **ADD DEST:** Allows you to continue a unit's movement from the endpoint of its current path to a new destination. Basically, this forces the unit to move in a straight line.

(5) **CLEAR PATH:** Erases the unit's path.

(6) **ROTATE VEHICLE:** Rotates the body of the unit.

(7) **MENU:** Brings up the opening game menu. Select Resume current game to return to your game.

(8) **CONTINUE PLAY:** Resumes play and real time combat.

(9) **QUIT:** Returns you to DOS.

## HOW TO WIN:

Iron Cross is a real time tactical combat simulation. This means that your units fight with or without your help. Unfortunately, your units will only stand and shoot at enemies without commands from you, and they aren't likely to last long without a sounder strategy than that coming from their general—you.

In order to lead them to victory, you will have to place and direct each unit to follow your bidding. You will also have to direct air and artillery strikes, change targeting, and select reinforcements. All of these things can be done using the controls described above.

To win the scenario, you must take or keep the victory zones on the map. This area is shaded in when you click on the victory status button. While you cannot win without controlling the minimum number of zones, the degree of your victory depends on the number of zones controlled and the casualties inflicted on both sides. To win a complete victory, control all the zones, wipe out the enemy, and limit your own casualties.



# THE SCENARIOS

## PRELUDE

June 6, 1944 5:00 AM Sword Beach, France

Defender: Axis

Duration: 30 minutes

Number of victory zones: 1

Number of zones for attacker victory: 1

Artillery (Allied/Axis): 0/0

Air Strikes (Allied/Axis): 0/0

Reinforcements for Allies: 400 with no further reinforcements.

Reinforcements for Axis: 200 to start and 75 at 10 minutes.

Nationalities: British Vs Germans

The first troops to hit Normandy on D-Day were not the main Infantry force, but the paratroopers and commandos tasked with grabbing key points. British Colonel Peter Young faces the task of landing on the beach, moving inland, and taking a key bridge defended by artillery, all without any heavy weapons. His only advantage is surprise, but surprise is a fleeting thing, and the Germans are sure to reinforce.

## THE LONGEST DAY

June 6, 1944 6:00 AM Omaha Beach, France

Defender: Axis



Duration: 20 minutes

Number of victory zones: 1

Number of zones for attacker victory: 1

Artillery (Allied/Axis): 2/0

Air Strikes (Allied/Axis): 1/0

Reinforcements for Allies: 1200 to start, 300 at 4 minutes, 300 at 8 minutes, and 300 at 12 minutes.

Reinforcements for Axis: 900 to start and 300 at 6 minutes.

Nationalities: Americans Vs Germans

After two years of buildup, the Allies are about to launch the biggest amphibious invasion in history. But the German forces, commanded by Erwin Rommel, the 'Desert Fox', are well prepared. The toughest invasion site, Omaha Beach, has been assigned to the Americans. They will face a beach surrounded by high bluffs brimming with Germans. But the Americans have plenty of troops, plus amphibious tanks and naval support.

## **BLOOD IN THE HEDGEROWS**

June 13, 1944 10:00 AM Villers-Bocage, France

Defender: Axis

Duration: 25 minutes

Number of victory zones: 4

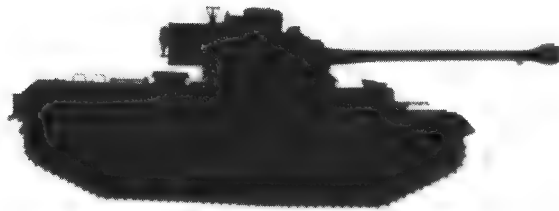
Number of zones for attacker victory: 3

Artillery (Allied/Axis): 0/0

Air Strikes (Allied/Axis): 1/0

Reinforcements for Allies: 700 to start, 500 at 4 minutes, and 400 at 8 minutes.

Reinforcements for Axis: 900 to start and 500 at 12 minutes,





Nationalities: British Vs Germans.

Allied confidence is high after the success of the D-Day landings. Major-General 'Bobby' Erskine orders his Cromwells to take the village of Villers-Bocage and entrap the Panzer Lehr division.

However, the German tankers are seasoned, and the thick French hedgerows constrict the British tanks. SS Hauptsturmführer Michael Wittman intends to teach the British that success on the beach does not always equal success in the hedgerows.

## HILL 112

July 10, 1944 11:00 AM near Caen, France

Defender: Axis

Duration: 20 minutes

Number of victory zones: 2

Number of zones for attacker victory: 2

Artillery (Allied/Axis): 2/0

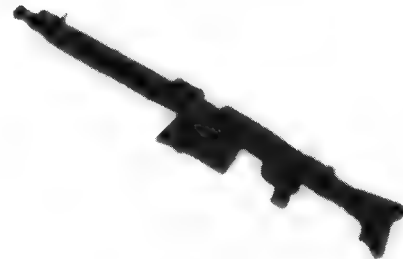
Air Strikes (Allied/Axis): 1/0

Reinforcements for Allies: 1200 to start, 400 at 8 minutes, and 200 at 16 minutes.

Reinforcements for Axis: 1000 to start, 300 at 6 minutes, 150 at 12.

Nationalities: British Vs Germans

General Montgomery has just launched 'Operation Goodwood', to capture the city of Caen and achieve a breakout of the stalemated Normandy positions. Just southwest of Caen stands Hill 112, with a panoramic view of the whole city. Caen cannot be captured until this hill is taken. Now, the Duke of Cornwall's Light Infantry has been sent to seize the position. Unfortunately, they do not realize that an entire heavy panzer battalion awaits them.



## BREAKOUT AT ST. LO

July 15, 1944 10:00 PM St. Lo, France

Defender: Axis

Duration: 25 minutes

Number of victory zones: 6

Number of zones for attacker victory: 4

Artillery (Allied/Axis): 2/1

Air Strikes (Allied/Axis): 1/0

Reinforcements for Allies: 1800 to start, 400 at 10 minutes, 300 at 20.

Reinforcements for Axis: 1400 to start, 400 at 15 minutes, 150 at 22.

Nationalities: Americans Vs Germans.

The Allies have established a strong beachhead in Normandy, but Rommel has kept them pinned up for six weeks. Lt. General Omar Bradley proposes a bold outward strike, Operation 'Cobra'. The key to the offensive is the seizure of the town of St. Lo where several key roads intersected. The job of taking St. Lo falls to 'Lightning Joe' Collins and his VII Corps, and they strike in force on a warm summer night.

## A BRIDGE TOO FAR

September 17, 1944 2:00 AM Arnhem, Holland

Defender: Allies

Duration: 25 minutes

Number of victory zones: 4

Number of zones for attacker victory: 3



Artillery (Allied/Axis): 0/1

Air Strikes (Allied/Axis): 1/1

Reinforcements for Allies: 550 to start, no further reinforcements.

Reinforcements for Axis: 400 to start, 300 at 1 minute, 300 at 2 minutes, and 250 at 3 minutes.

Nationalities: British Vs Germans.

After a furious advance across France, General Montgomery is within striking distance of Germany itself, held up only by the Rhine river. He concocts a daring scheme to grab a series of Dutch bridges and leapfrog the German defenses. But one of the airborne assaults strikes the crack German 9th Panzer. The British 2 Para has grabbed Arnhem, but the 9th Panzer is poised to counter-attack, with the British unable to reinforce.

**CLASH AT SARRE-UNION**

December 2, 1944 10:00 AM Sarre-Union, France

Defender: Axis

Duration: 40 minutes

Number of victory zones: 4

Number of zones for attacker victory: 3

Artillery (Allied/Axis): 1/1

Air Strikes (Allied/Axis): 2/0

Reinforcements for Allies: 900 to start, 600 at 2 minutes, 300 at 10, and 200 at 25.

Reinforcements for Axis: 1000 to start, 400 at 8 minutes, 200 at 15, and 200 at 25.

Nationalities: Americans Vs Germans.



As American forces raced toward the Maginot line, and Germany behind it, the Germans assigned crack SS units to defend the approached. However, the American's too, had their secret weapon, the original 'Black Panthers', highly trained, all black tank divisions with a special grudge against Hitler's master race. The sides face off east of Sarre-Union, defended by 2 SS Panzer Divisions. A clash of steel and a test of mettle.

## ELSENBORN RIDGE

December 15, 1944 5:40 AM Rocherach, Belgium

Defender: Allies

Duration: 20 minutes

Number of victory zones: 4

Number of zones for attacker victory: 3

Artillery (Allied/Axis): 1/2

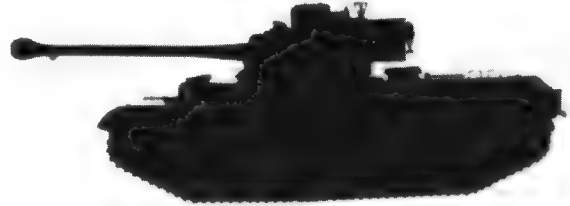
Air Strikes (Allied/Axis): 1/1

Reinforcements for Allies: 900 to start with 150 at 8 minutes and 150 at 16 minutes.

Reinforcements for Axis: 1500 to start with 400 at 4 minutes.

Nationalities: Americans vs. Germans.

The Germans have just kicked off a last ditch offensive, the 'Battle of the Bulge'. Mustering all their remaining forces, the Germans have caught the Allies off guard. The Allies have decided to make a stand at the crucial road juncture at Rocherach, just east of Eisenborn Ridge. But the Germans also realize the value of the junction, and have ordered the crack 12th SS Panzer Division to take the town at the break of dawn.



## AVENGING MALMEDY

December 19, 1944 7:00 AM la Gleize, Belgium

Defender: Axis

Duration: 30 minutes

Number of victory zones: 2

Number of zones for attacker victory: 2

Artillery (Allied/Axis): 1/0

Air Strikes (Allied/Axis): 1/0

Reinforcements for Allies: 1700 to start with 400 after 4 minutes.

Reinforcements for Axis: 1300 to start with no further reinforcements.

Nationalities: Americans Vs Germans.



Two days earlier, in one of the more heinous acts of the war, elements of KampfGruppe Peiper captured 120 American prisoners, took them to a field near Malmedy, and shot them. Now two American divisions have pinned the German forces.

The Germans have formed a defensive perimeter around la Gleize. To crack it, the Americans must pass through the Ambleve valley. The Germans will have to hold a hopeless position as long as possible.

## THE FORTIFIED EGG

December 21, 1944 11:00 AM Saint-Vith Belgium

Defender: Allies

Duration: 20 minutes





Number of victory zones: 4

Number of zones for attacker victory: 3

Artillery (Allied/Axis): 1/0

Air Strikes (Allied/Axis): 0/1

Reinforcements for Allies: 1100 to start, 300 at 10 minutes, 150 at 12 minutes.

Reinforcements for Axis: 2200 to start, no further reinforcement.

Nationalities: Americans Vs Germans.

As the Battle of the Bulge rages on, German advances in the North have halted at the town of Saint-Vith, where the Americans have entrenched into a position known as 'The Fortified Goose Egg' Tepid German assaults have failed to crack the egg.

Now the German high command has ordered a heavy bombardment, followed by an all out assault. If St. Vith holds, the Battle of the Bulge will be all but over for the Germans.

## EASY COMPANY'S HARD DAY

January 14, 1945 1:00 AM Noville, Belgium

Defender: Axis

Duration: 30 minutes

Number of victory zones: 4

Number of zones for attacker victory: 3

Artillery (Allied/Axis): 1/0

Air Strikes (Allied/Axis): 0/0

Reinforcements for Allies: 800 to start, no further reinforcements.



Reinforcements for Axis: 700 to start, no further reinforcements.

Nationalities: Americans Vs Germans.

Easy Company' (US 506th Airborne) coming off of grueling fighting near Bastogne, spearheads one branch of the American counter-attack. Eisenhower orders the company to take the town of Noville, cutting off a key German escape route. But taking the town requires advancing across nearly open territory toward a fortified position. Making matters worse, the Americans must cross a small stream into the face of German machine gun nests.

## BRIDGEHEAD AT REMAGEN

March 7, 1945 11:00 AM Remagen, Germany

Defender: Axis

Duration: 8 minutes

Number of victory zones: 2

Number of zones for attacker victory: 2

Artillery (Allied/Axis): 0/1

Air Strikes (Allied/Axis): 0/0

Reinforcements for Allies: 700 to start, 120 at 5 minutes.

Reinforcements for Axis: 450 to start, 65 at 7 minutes.

Nationalities: Americans Vs Germans.



After the disaster at Arnhem, the Allies faced a major and bloody amphibious assault to cross the Rhine. However, at Remagen, Germany, the Wehrmacht had been slow to destroy the last bridge, trying to pull all their troops back across. Units of the first army stumble across this intact bridge, and plot a hasty assault to grab it. As the Germans frantically try to wire explosives to the bridge, the Americans charge the light German defense.

## CUSTOM SCENARIO

The 13th scenario is a user definable scenario that permits players to make their own scenario. When you select the custom scenario, a menu will appear that lets you alter the following statistics:

**Terrain:** Chooses a map.

**Minutes:** Sets the length of the game.

**Play:** Allows you to choose to play attacker or defender.

**Attacker:** Toggles attacker nationality.

**Defender:** Toggles defender nationality.

**Reinforcements:** Number of times reinforcements will be offered during the course of the game.

**Points:** Starting purchase points.

**Artillery:** Number of artillery strikes available.

**Air Strikes:** Number of Air Strikes available.

**Size:** Sets a limitation (if you want) on the types of units available for purchase.

Note that the statistics for attacker and defender are spaced apart to help you distinguish between the two. Click  on the up/down arrows to toggle values. Click on OK to accept your changes and begin the game.

## UNIT DESCRIPTIONS

The following tables show the relative strengths and weaknesses of the various armor units. Squads are not shown because all squads are equal once they run out of special ammo (bazooka and flame-thrower). The special ammo available for squads increases their firepower against other squads and near armor for bazookas and flame-throwers. Squads armed with machine-guns will not run out of machine-gun ammo, but machine guns are only useful against other, distant squads. To help you make sense of the armor tables, following is an explanation of the statistics:

*Note:* Most statistics range between -100 and +100, with zero being flat average. This does not apply to speed, reload speed, number of rounds, or unit cost.

**SPD:** Speed of the unit in relation to other units. A unit with a speed of 4 is twice as fast as a unit with a speed of 2.

**ACC:** Accuracy of the unit. High numbers indicate greater accuracy.

**SIZE:** Size of the unit. The smaller this number, the smaller (and harder to hit) the unit is.

**TUR FP:** Turret firepower. High numbers indicate better firepower.

**MG FP:** Machine-gun firepower. High numbers indicate better firepower. -100 indicates no machine gun.

**FR ARM:** Frontal armor. High numbers indicate tougher armor. A rating of -70 in this category means no front armor.

**SIDE ARM:** Side armor. High numbers indicate tougher armor. A rating of -85 in this category means no side armor.

**RE ARM:** Rear armor. High numbers indicate tougher armor. A rating of -90 in this category means no rear armor.

**HAS TURR:** Has Turret. Either true or false. Units that do not have turrets must turn the entire unit to fire at an enemy. This is quite slow.

**RELD SPD:** Reload Speed. Time required to reload relative to other units. High numbers in this statistic indicate longer reload times.

**HE RNDS:** High Explosive Rounds, represented by red ammunition. Indicates the number of high explosive rounds the unit begins with. High explosive rounds work better against squads than armor. If a unit runs out of both high explosive rounds and armor piercing rounds, it will be forced to use its machine-gun for the rest of the battle.

**AP RNDS:** Armor Piercing rounds, represented by grey ammunition. Indicates the number of armor piercing rounds the unit begins with. Armor Piercing rounds work better against armor than squads. If a unit runs out of both high explosive rounds and armor piercing rounds, it will be forced to use its machine-gun for the rest of the battle.

*(The computer will select the most appropriate type of ammunition based on the currently selected target. The computer will also fire machine guns if available.)*

**COST:** Cost of the unit in the purchase units screen.





## AMERICAN UNITS

	spd	acc	size	tur fp	mg fp	fr arm	side arm	re arm	has turr	reld spd	he rnds	ap rnds	cost
Squad	4	30	-20	0/-90		0/-45	0/-45	0/-45	no	24			16
Squad w/MG	4	30	-20	0/-90	20	0/-45	0/-45	0/-45	no	24			21
Squad w/Flame	4	30	-20	0/-90		0/-45	0/-45	0/-45	no	24	3		24
Squad w/Bazooka	4	30	-20	0/-90		0/-45	0/-45	0/-45	no	24		3	22
Squad w/MG & Flame	4	30	-20	0/-90	20	0/-45	0/-45	0/-45	no	24	3		31
Squad w/MG & Bazooka	4	30	-20	0/-90	20	0/-45	0/-45	0/-45	no	24		3	29
Squad w/MG & Flm & Bazo	4	30	-20	0/-90	20	0/-45	0/-45	0/-45	no	24	3	3	37

(when there are two numbers the first represents strength against another squad, the second represents strength against tanks)

60MM Mortar	3	-15	-38	-30	-100	-70	-85	-90	true	25	30	0	22
81MM Mortar	3	-25	-30	-5	-100	-70	-85	-90	true	30	25	0	26
4.2In Mortar	2	-35	-22	10	-100	-70	-85	-90	true	35	20	0	36
37MM AT Gun	1	30	-35	-50	-100	-25	-85	-90	true	25	20	35	32
57MM AT Gun	1	20	-40	-30	-100	-20	-85	-90	true	30	0	38	43
3 In AT Gun	1	20	-22	-10	-100	-5	-85	-90	true	35	16	25	53
75MM Howitzr	1	-5	-22	-10	-100	-70	-85	-90	true	35	30	0	52
105MM Howitzr	1	-10	-15	+15	-100	-70	-85	-90	true	45	25	0	69
155MM Howitzr	1	-10	-5	55	-100	-70	-85	-90	true	50	20	0	83
8 In Howitzr	1	-15	0	85	-100	-70	-85	-90	true	62	18	0	106

	spd	acc	size	turf fp	mg fp	fr arm	side arm	re arm	has turr	reld spd	he rnds	ap rnds	cost
40MM AA Gun	1	10	-20	-45	-100	-70	-85	-90	true	15	22	50	31
4.5In Rocket	3	-20	-20	20	-100	-70	-85	-90	true	15	8	0	53
8 In Rocket	2	-25	-15	80	-100	-70	-85	-90	true	20	6	0	59
Amphib Shrmn	7	5	-22	-10	0	40	-10	-30	true	40	18	18	83
LVT4	8	-20	0	-10	-20	-20	-50	-70	true	40	17	17	76
M10 Wolvrine	10	15	10	-10	20	30	-20	-40	true	25	12	25	82
M12 Long Tom	8	0	5	60	-100	30	-30	-50	false	50	10	22	132
M18 Hellcat	15	15	5	-10	20	10	-40	-60	true	40	18	18	95
M19 Locust	12	15	3	-45	100	20	-20	-40	true	15	10	30	108
M24 Chaffee	11	5	5	-10	35	20	-20	-40	true	40	18	18	97
M26 Pershing	8	15	25	5	35	60	10	-10	true	45	22	12	118
M3 Grant I	8	-5	10	-10	0	30	-10	-30	false	40	20	12	96
M3 Stuart	12	35	-5	-50	50	-10	-20	-40	true	35	16	22	69
M4A1 Sherman	8	5	10	-10	35	40	-10	-30	true	40	18	18	67
M4A3 Sherman	8	0	10	20	35	40	-10	-30	true	45	18	18	79
M4 Mortar HT	13	-5	-10	-5	0	-30	-50	-70	true	25	26	0	57
M7 Priest	9	0	5	20	0	-10	-40	-60	false	45	24	0	98
M8 Greyhound	24	25	-10	-50	20	-10	-40	-60	true	30	15	15	63
M8 HMC	12	-15	0	-10	20	20	-20	-40	true	40	20	15	82

## BRITISH UNITS

	spd	acc	size	tur fp	mg fp	fr arm	side arm	re arm	has turr	reld spd	he rnds	ap rnds	cost
Squad	4	30	-20	0/-90		0/-45	0/-45	0/-45	no	24			18
Squad w/MG	4	30	-20	0/-90	20	0/-45	0/-45	0/-45	no	24			22
Squad w/Flame	4	30	-20	0/-90		0/-45	0/-45	0/-45	no	24	3		27
Squad w/Bazooka	4	30	-20	0/-90		0/-45	0/-45	0/-45	no	24		3	25
Squad w/MG & Flame	4	30	-20	0/-90	20	0/-45	0/-45	0/-45	no	24	3		35
Squad w/MG & Bazooka	4	30	-20	0/-90	20	0/-45	0/-45	0/-45	no	24		3	32
Squad w/MG & Flm & Bazo	4	30	-20	0/-90	20	0/-45	0/-45	0/-45	no	24	3	3	43

(when there are two numbers the first represents strength against another squad, the second represents strength against tanks)

76MM Mortar	2	-30	-27	-5	-100	-70	-85	-90	true	24	25	0	29
100MM Mortar	2	-35	-22	5	-100	-70	-85	-90	true	27	22	0	35
40MM AT Gun	1	20	-35	-50	-100	-30	-85	-90	true	18	0	35	35
57MM AT Gun	1	20	-40	-30	-100	-20	-85	-90	true	22	0	30	49
76MM AT Gun	1	30	-22	-10	-100	-10	-85	-90	true	22	5	25	57
76MM Howitzr	1	-10	-22	-10	-100	-70	-85	-90	true	35	30	10	61
88MM Howitzr	1	-10	-15	+5	-100	-70	-85	-90	true	40	25	10	63
114MM Howtzr	1	-10	-10	+15	-100	-70	-85	-90	true	45	30	0	71
152MM Howtzr	1	-10	-5	55	-100	-70	-85	-90	true	50	25	0	89

	spd	acc	size	turf	mgfp	frarm	sidearm	rearm	has turr	reld spd	he rnds	ap rnds	cost
203MM Howtزر	1	-15	0	80	-100	-70	-85	-90	true	55	22	0	112
20MM AA Gun	1	15	-30	-45	-100	-70	-85	-90	true	9	39	20	31
40MM AA Gun	1	15	-20	-45	-100	-70	-85	-90	true	13	32	20	37
76MM AA Gun	1	10	-15	-5	-100	-70	-85	-90	true	16	32	0	81
94MM AA Gun	1	10	-10	5	-100	-70	-85	-90	true	20	25	0	93
76MM Rocket	3	-23	-25	15	-100	-70	-85	-90	true	15	12	0	53
Archer	7	30	10	-10	-30	20	-10	-30	true	35	8	25	97
Churchill IV	6	15	10	-28	30	40	10	-10	true	30	0	25	82
Cromwell	12	0	15	-10	15	30	-10	-30	true	35	16	16	75
Daimler	21	0	-5	-45	-30	-20	-40	-60	true	30	0	20	50
Matilda	11	0	-10	-100	20	-30	-50	-70	true	35	0	0	49
M4A1 Sherman	8	5	10	-10	35	40	-10	-30	true	40	18	18	77
M4A3 Sherman	8	0	10	20	35	40	-10	-30	true	45	18	18	89
Sexton	9	-10	5	0	-100	-10	-40	-60	true	40	20	14	86
Stag	23	10	0	-50	15	0	-40	-60	false	30	12	14	61
Valentine	7	0	5	-10	-30	20	0	-20	true	35	14	18	70
Vickers A10	7	10	0	-45	15	0	-40	-60	true	30	0	30	59
Vickers A30	10	30	15	-10	-30	30	-10	-30	true	35	10	25	112
Vickers A34	10	22	15	-10	30	30	-10	-30	true	35	12	20	88



## GERMAN UNITS

	spd	acc	size	tur fp	mg fp	fr arm	side arm	re arm	has turr	reld spd	he rnds	ap rnds	cost
Squad	4	30	-20	0/-90		0/-45	0/-45	0/-45	no	24			17
Squad w/MG	4	30	-20	0/-90	20	0/-45	0/-45	0/-45	no	24			22
Squad w/Flame	4	30	-20	0/-90		0/-45	0/-45	0/-45	no	24	3		26
Squad w/panzerfaust	4	30	-20	0/-90		0/-45	0/-45	0/-45	no	24		2	21
Squad w/MG & Flame	4	30	-20	0/-90	20	0/-45	0/-45	0/-45	no	24	3		33
Squad w/MG & Panzer	4	30	-20	0/-90	20	0/-45	0/-45	0/-45	no	24		2	28
Squad w/MG & Flm & Panz	4	30	-20	0/-90	20	0/-45	0/-45	0/-45	no	24	3	2	39

(when there are two numbers the first represents strength against another squad, the second represents strength against tanks)

50MM Mortar	3	-15	-40	-35	-100	-70	-85	-90	true	25	30	0	22
81MM Mortar	2	-25	-30	-5	-100	-70	-85	-90	true	30	25	0	27
105MM Mortar	2	-35	-22	20	-100	-70	-85	-90	true	40	20	0	49
120MM Mortar	2	-45	-20	35	-100	-70	-85	-90	true	45	18	0	46
37MM AT Gun	3	25	-35	-50	-100	-40	-85	-90	true	25	20	35	37
50MM AT Gun	2	20	-30	-35	-100	-30	-85	-90	true	35	18	30	41
75MM AT Gun	2	15	-25	-10	-100	-10	-85	-90	true	40	16	25	55
88MM AT Gun	2	30	-23	0	-100	0	-85	-90	true	45	14	20	70
75MM Fld Art	1	-5	-20	-10	-100	-70	-85	-90	true	50	30	0	55
105MM Fd Art	1	5	-15	15	-100	-70	-85	-90	true	45	17	17	74

	spd	acc	size	tur fp	mg fp	fr arm	side arm	re arm	has turr	reld spd	he rnds	ap rnds	cost
128MM Fd Art	1	10	-5	35	-100	-70	-85	-90	true	50	15	15	67
149MM Fd Art	1	15	-5	+55	-100	-70	-85	-90	true	55	0	25	59
20MM AA Gun	1	10	-22	-60	-100	-70	-85	-90	true	4	40	90	107
37MM AA Gun	1	15	-20	-50	-100	-70	-85	-90	true	20	22	50	40
88MM AA Gun	1	20	-5	0	-100	-70	-85	-90	true	30	22	40	79
158MM Rocket	1	-15	-20	70	-100	-70	-85	-90	true	15	8	0	57
214MM Rocket	1	-15	-15	85	-100	-70	-85	-90	true	20	6	0	57
280MM Rocket	1	-15	-10	99	-100	-70	-85	-90	true	25	5	0	40
Bison	10	-15	-5	60	-100	0	-20	-40	false	45	0	2	86
Brummbar	8	-15	8	60	-100	40	-10	-30	false	45	0	24	120
Elefant	6	30	43	5	0	70	10	10	false	45	17	17	125
Hetzer	8	15	0	-10	-20	50	-20	-40	false	40	20	20	81
Hummel	8	15	7	65	-100	0	-30	-50	false	45	0	2	75
Jagd Panther	10	35	22	5	0	50	-10	-30	false	45	17	17	95
Jagd Tiger	8	20	45	40	0	70	10	-10	false	45	12	12	151
King Tiger	8	30	40	5	60	60	10	-10	true	45	18	18	137
Luchs	12	15	-10	-65	-20	-10	-30	-50	true	25	30	30	90
Maultier	10	-20	-15	60	0	-30	-50	-70	true	8	0	10	65
Marder II	10	15	-5	5	-100	-20	-40	-60	false	25	20	20	100
Nashorn	10	35	5	5	-100	10	-30	-50	false	30	18	18	140



	spd	acc	size	tur fp	mg fp	fr arm	side arm	re arm	has turr	reld spd	he rnds	ap rnds	
<b>cost</b>													
Ostwind	10	20	5	-50	-20	10	-10	-30	true	20	22	50	80
Panther	10	35	22	-10	50	50	0	-20	true	40	20	20	120
PSW 234/4	22	15	-5	-10	-100	-10	-30	-50	false	40	20	20	110
Puma	22	15	-10	-25	-20	10	-30	-50	true	40	25	25	95
PzKw IIIJ	8	15	5	-35	20	20	-10	-30	true	35	25	25	82
PzKw IVH	8	15	10	-15	60	30	-10	-30	true	40	20	20	99
Schlepper	8	-8	6	0	-100	-30	-50	-70	false	40	0	2	70
StuG IIIF	8	0	5	-10	-100	20	-10	-30	false	45	20	20	75
Tiger	8	20	30	5	20	40	0	-10	true	40	18	18	90
Wespe	10	5	-7	20	20	-20	-40	-60	false	40	0	2	65
Wirblewind	10	10	5	-60	-20	10	-10	-30	true	64	0	90	122



## TERRAIN DESCRIPTIONS

Following is a chart describing the effects of terrain upon units. Below is an explanation of the elements of the chart.

**TERRAIN TYPE:** Type of terrain in question. This is pretty self-explanatory. Struct means structure.

**MAX HEIGHT:** Height of the terrain feature. In order to see around it, your unit's height must be greater than the feature's height.

**UNIT HEIGHT:** Height a unit will be at if it is on this type of terrain. Note that this number is not the same as the height of some terrains, to account for an artillery unit being inside (but not on the roof) of a building, or underneath trees. Units on high ground have greater visibility and a higher chance to hit other units than units on low ground.

**SQUAD DEFENSE:** A rating from -5 to +5 of the feature's effect on a squad's defense. Squads out in the clear (-1) are easier to hit than squads hiding in the woods (2).

**VEHICLE DEFENSE:** A rating from -5 to +5 of the feature's effect on a vehicle's defense.

**SQUAD MOVE:** A rating of a terrain's effects upon the movement speed of a squad. A rating of 1 is best, with higher numbers slowing the squad down. A squad moves through the woods six times slower than on a road.

**VEHICLE MOVE:** A rating of a terrain's effects upon the movement speed of a vehicle. A rating of 1 is best, with higher numbers slowing the vehicle down. A vehicle moves through the woods 18 times slower than on a road. A rating of zero will prevent the vehicle from moving through the terrain type at all. (except...artillery. Artillery can move VERY SLOWLY in and out of buildings.

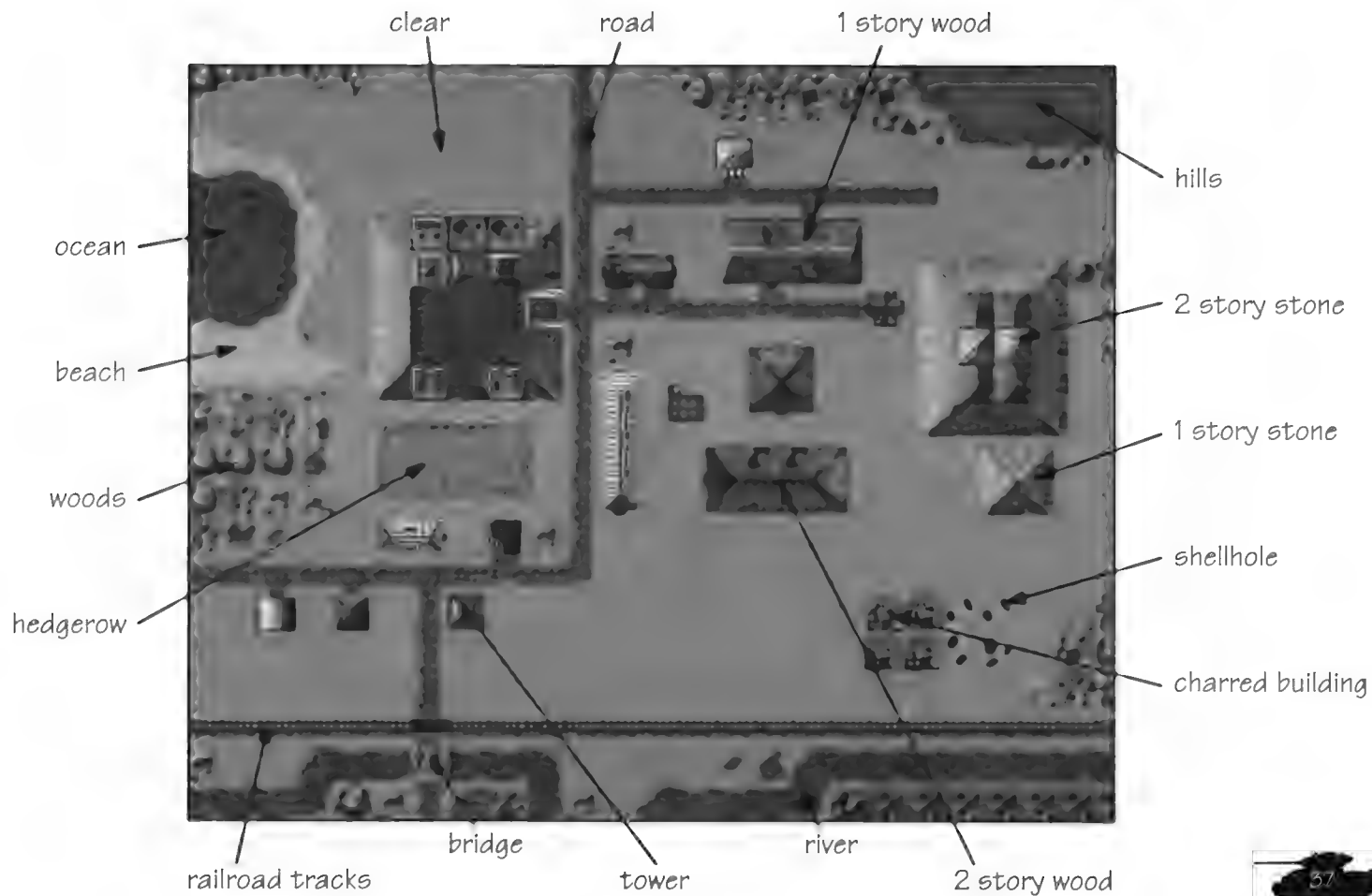
**FLAMM:** Flammability of a terrain type. Terrain types that can be burned will have a non-zero value. The higher the number, the higher the chance the terrain will burn when fired upon.



terrain type	max height	unit height	squad defense	vehicle defense	squad move	vehicle move	flamm
clear	00	00	-1	0	2	2	0
road	00	00	-1	0	1	1	0
one story stone struct	14	00	4	3	7	0	0
one story wood struct	10	00	3	2	7	0	2
woods	14	00	2	2	6	18	4
stream	00	00	-2	-3	18	10	0
low hill	28	28	1	1	3	3	0
medium hill	50	50	1	1	3	3	0
high hill	78	78	1	1	3	3	0
low woods hill	38	28	2	2	7	20	3
medium woods hill	60	60	2	2	7	20	3
high wood hill	78	78	2	2	7	20	3
charred woods	00	00	1	1	4	8	0
charred building	10	00	2	1	5	16	0
chared low hill	28	28	1	1	4	8	0
charred med hill	50	50	1	1	4	8	0
bridge	00	00	-3	-2	2	4	0
burning terrain	88	88	0	0	0	0	0



terrain type	max height	unit height	squad defense	vehicle defense	squad move	vehicle move	flamm
2 story wood struct	50	35	3	2	7	0	2
tower (steeple)	78	74	5	4	7	0	0
sand	00	00	-1	-1	4	4	0
ocean	00	00	-3	-3	6	6	0
shellhole	00	00	2	0	2	3	0
field	00	00	1	1	3	3	6
hedgerow	08	00	2	2	7	18	4
river	00	00	-4	-5	0	10	0
bridge	10	10	-3	-2	2	4	0
chimney	50	35	4	3	7	0	0
railroad	00	00	0	0	1	1	0



# PRELUDE

Look into an infantryman's eyes and you can tell how much war he has seen.

Bill Mauldin in Up Front 1944

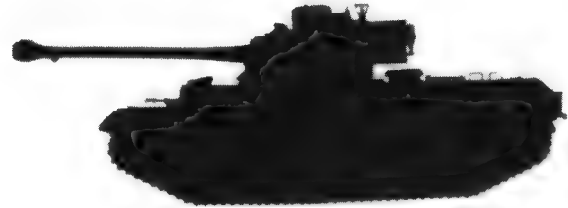
## TOP SECRET

Strategic Overview

Supreme Headquarters Allied Expeditionary Force

**Access:** Divisional Command and Above

**Issue Date:** June 1, 1944



The promise of the Winter offensives has failed to carry into the Spring and Summer. The Russian offensive has been brought to a halt by a shortage of fuel and stiffening resistance by the Wehrmacht as their lines shortened. In Italy, once the most promising of the fronts, the battle has turned into a war of attrition as the Allies fight through a series of well prepared defensive lines. In every theater renewed German efforts have changed approaching victories into stalemates.

On the political level Stalin continues to bring massive pressure to bear for the institution of the promised second front. After four years of bearing the brunt of land combat, he feels that any further delay is no less than a planned betrayal of himself and his nation. The Russian leader has gone so far as to threaten to seek a separate peace if a second front failed to appear. Further Washington itself is anxious for some movement. There has not been a significant military victory by American troops anywhere in Europe for several months. With shortages worsening and taxes being raised, there is a worry by Roosevelt about growing discontent being reflected in the November election results.

Two million men, a majority American, stand ready. Half a million soldiers can be landed in France within thirty days, if enough ports are secured. While impressive, this figure must be balanced against the almost 400,000 German troops stationed in France alone. Fortunately, a significant portion of these defending forces are not first line military units, but their number demonstrates the magnitude of the resistance that must be overcome before the first GI sets foot on German soil.

Having been in command of Hitler's "Atlantic Wall" for several months, the unquestionably brilliant Erwin Rommel has vastly improved the beach defenses that line the entire French coast. The former commander of the Afrika Korps has also reorganized and revitalized the mobile forces with which he hopes to throw our forces back off the beaches.

There can be no question that the German General Staff are aware that SHAEF intends to land somewhere in France at our first opportunity. Efforts have been made to deceive the enemy as to our choice of invasion sights and its date. We will only be able to judge their effectiveness by the length of our casualty lists. Speed and the rapid execution of all portions of the invasion plan are vital to the success of the cross channel landing and subsequent breakout.

## **RECENT EVENTS:**

**10 May Sevastopol:** The city, now little more than a mass of rubble, is retaken by the Russian Army. German forces withdraw in good order.

**27 May New Guinea:** A new front opens as the 41st Infantry Division lands on Baik Island. Attempts to advance by the 158th Infantry fail with heavy casualties.

**28 May Italy:** The VI Corps slows its advance as German resistance stiffens along the Gustav Line.



**31 May Rumania:** The Nazi Army continues its counterattacks into this country with the addition of strong armored, infantry, and air forces. The Russian advance and all attempts by the Balkan nation to break away from German control are effectively blocked.

**1 June Italy:** II Corps begins a massive assault on Rome, penetrating the Gustav line at heavy cost. Under strong pressure the German 14th army withdraws as planned to the Gothic Line. Further attempts to breach the second line fail.

## **COMMANDERS'S ORDERS**

**To:** Major. John Howard, Officer Commanding  
Special Forces 6 Para

6 Para is to make a preliminary landing on the beaches and quickly press inland. There you are to secure or destroy the bridges and other transportation facilities listed below. Due to a need for speed and the limitations of landing craft, you will have no heavier weapons than is integral to your platoons. You will need to rely on stealth and your paratrooper's superior fighting skills in order to accomplish your mission. Failure will subject the flank of the entire landing force vulnerable to a counterattack that could roll them up along the beaches. With this being the consequences of failure, you must assume your mission to be of utmost importance and all personnel expendable.

Omar Bradley, Commander US First Army

**To:** All Commanding Officers, Static Defenses ,Normandy  
Operational Order WA87439874 7 May 1944

There is a strong possibility that a feint or secondary invasion may occur in your defense zone. Should this be the



case it is vital that armored reinforcements massed for the purpose of counterattack be able to reach the invaders in the shortest possible interval after their activation. To accomplish this it is vital that all bridges and key transport centers be protected and held intact. Enemy control of the air and partisan activity will hamper or prevent communications in the event of such a landing. Your ability to accomplish this mission, on your own initiative and with the forces assigned, is necessary for a successful defense of Europe and the Fatherland.

Erwin Rommel, Field Marshall.

## Flamethrower

The legend is that just before WW I a frustrated German commander was losing a wargame that was being observed by Kaiser Wilhelm. To stop an assault on the fortress he was supposed to have defended he ordered the fire brigade to spray the attackers. When later questioned on this unusual tactic by the Kaiser he imaginatively explained that



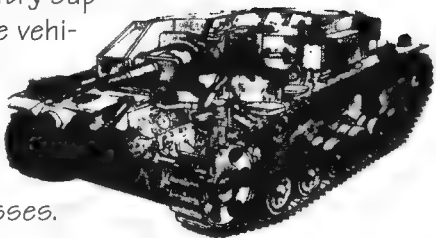
in a wartime situation the defenders would have sprayed flammable liquids and ignited them. The Kaiser was so intrigued by the concept that he ordered a weapon that would do this to be developed and the flamethrower resulted.

Used in limited numbers in WWI, the flamethrower consists of two compartments, one for the liquid and one containing compressed gases that force the liquid out of the tank and in a stream ignited at the nozzle. Flamethrowers were available to all the armies, but of little use in the open warfare that characterized the early years of WWII. The British developed the weapon energetically in 1942-44 as a means of breaching the Atlantic Wall. The U.S. began its deployment of the manpack flamethrower in 1943 at Guadalcanal. Useful in urban fighting and against fixed defenses, the flamethrower saw only light use in Europe. Considered by most general officers to be of marginal value and requiring extensive training, no major army still employs this spectacular, if questionable, weapon.



# Stug III

The Sturmgeschutz series of vehicles were first developed in 1936 to act as an infantry support vehicle capable of mounting a 75 mm gun. In 1943 the factory producing these vehicles was bombed so effectively that all production ceased. The Krupp production works compensated by beginning to manufacture Stug IIIs on PzKpfw IV chassis. These AFVs could be produced much more easily than turreted vehicles and almost ten thousand Stugs were produced. Effective as support weapons and tank killers in set defense, the use of Stugs as substitutes for tanks inevitably led to high losses.



## LONGEST DAY

In war nothing is impossible provided you use audacity.

General George S. Patton, Jr.  
in War As I Knew It, 1947

## TOP SECRET

Strategic Overview  
Supreme Headquarters Allied Expeditionary Force

**Access:** Divisional Command and Above  
**Issue Date:** June 6, 1944



The decision has been made by General Eisenhower and within hours the first landings will be made on Normandy





Beach. No endeavor has ever been so important to the successful conclusion of a war. Should this landing fail there is little chance that weather and the already severely limited availability of landing craft will allow for there to be a second attempt to liberate France in 1944.

It is vital that sufficient forces assault the beaches and move inland at the earliest possible moment. All field commanders must be impressed with this one fact. There is little doubt that strong counterattacks by panzer divisions now held in reserve can be expected within days, if not hours, of the first assaults. If we allow ourselves to be trapped on the beaches, or in too shallow a position, there is no question that we will have failed at the cost of tens of thousands of lives.

Once our forces are free of the beaches their highest priority has to be the capture of suitable ports and transport centers. Only through the deep water ports of Cherbourg, and then Caen, we can move the masses of ammunition, gasoline, and reinforcements needed to wage a modern battle and maintain the momentum gained by a successful landing.

This is the battle we all have been preparing to fight for over two years. Our failure to establish a second front will have such dire political and military consequences that it would, at best, prolong the war by years.

## **RECENT EVENTS:**

**2 June Baik, New Guinea:** The assault on this strategic island meets unexpectedly strong resistance. Japanese aircraft flying off airfields on the island exact a heavy toll as the 186th Division fights slowly westward to capture their air bases.

**3 June Rumania:** The Russian invasion of Rumania grinds to a virtual halt in the face of strong German reinforcements.

**4 June Burma:** A major assault on Japanese positions by the Chinese and American 42nd, 89th, and 150th regiments fail with heavy casualties.

**4 June Rome:** The American 9th Army captures the city, but fails to prevent its German garrison from withdrawing intact.

**To:** Major General Clarence Gerhardt

Officer in Command 29th Division, U. S. Army

On 6 June at 0635 your forces will join those of the 1st Division in landing on Omaha Beach. Your immediate objective is to secure the bridgehead and then move inland. Failure to move inland will cause a severe deterioration of the combat readiness of the waves that follow.

Omar Bradley, Officer Commanding US 1st Army

**To:** All Commanding Officers Static Defenses Normandy

6 June 1944

Reports have arrived indicating a major landing in the vicinity of the Cherbourg Peninsula. All positions in this area are to be defended to the fullest. It is vital that these landings not only be stopped, but driven back into the channel. Your strong fortifications and emplacements should provide ample protection from air and naval attacks allowing your forces to concentrate on exacting a price so high from the initial divisions assaulting them that they are incapable of advancing. This will leave them no option but to withdraw or surrender when attacked by the mobile reserves.

You are the first line of defense of the Fatherland and Greater Europe against a determined invader. We have pre-

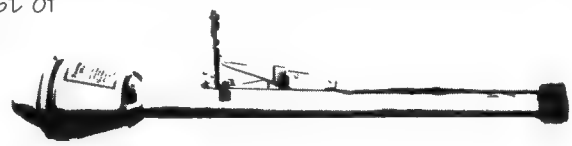


pared to repel such an invasion for many months. Your success will be your reward for those long hours of toil and sleepless nights. The courage you show in the next few hours will be remembered for so long as the Reich remains.

Erwin Rommel, Field Marshall

**Panzerfaust**

In 1942 a shortage of anti-tank guns and AFVs generated a need for a light, man carried anti-tank weapon. This need was quickly met by the development of the Faustpatrone, the first of increasingly larger and heavier panzerfausts. Over 200,000 were produced that year and over half a million of all models. The Panzerfaust was a simple, almost primitive, but often effective weapon that could deal with any tank fielded during the war.



**Pershing**

First conceived in 1942, the General Pershing Tank (M26) didn't appear in combat until early 1944. Even then it carried only the long 76mm gun instead of the 90mm gun originally intended. These proved to be too lightly armed for the late war battlefield. In January of 1945 the first twenty 90mm armed Pershing tanks were deployed with the 1st and 3d Armored Divisions. Several Pershing tanks saw action at Remagen Bridge. By the end of the war almost 3,000 of these heavy tanks had been produced.



**Designer Notes:** Omaha Beach was the roughest of the D-Day Normandy landings. For several hours the 29th and 41st Divisions were trapped on the beach suffering heavy casualties. Additional waves landing behind them simply added to the confusion and casualty total. The carnage was so severe that General Bradley considered plans to evacuate the entire force. Doing this would have drastically hampered the later landings and build up for the break out and isolate the forces on Utah Beach. It wasn't until the afternoon that they succeeded in breaking through the beach defenses and moved a mile inland. Inspired by the leadership of Colonel George Taylor of the 16th Regiment, the penetration was made by squad and platoon, not in a strong surge as expected. At sunset isolated German defenders continued to fire occasionally onto the beach. Once beyond the beaches the Allies soon found their difficulties had just begun.

## **BLOOD IN THE HEDGEROWS**

A bold general may be lucky, but no general can be lucky unless he is bold.

Field Marshall Earl Wavell  
in General and Generalship 1941

### **TOP SECRET**

Strategic Overview

Supreme Headquarters Allied Expeditionary Force

**Access:** Divisional Command and Above

**Issue Date:** June 13, 1944

By 13 June it was apparent to the allies that their time table for breaking out following the Normandy landings was



not feasible. German resistance had stiffened considerably with the belated arrival of several panzer divisions. While these armored formations had been savaged from the air so badly that they now only risked movement at night, they were still formidable units whose crews were hardened veterans of the Eastern Front.

The difficulty in breaking out of the hedgerows of Normandy has been a shock to Allied planners. The “bocage” date back to pre-Christian France when fields were separated by rows of thorn bushes or other heavy foliage. As the centuries passed a combination of erosion and the habit of piling stones and wastes along these hedges created hundreds of miles of steeply sloped six to ten foot high barriers. A similar effect can be seen in the elevated hedges that line many of the older highways in Northern England and Scotland. Often as thick as they were tall these hedgerows were the perfect natural tank obstacle. They also provided a nearly inexhaustible series of defensive infantry positions.

Perhaps the most important cause of the slowdown in the Allied offensive was a lack of supplies and reinforcements. Cherbourg was being stoutly defended and it would be several weeks before that port was able to provide any support. Damage from a storm had also just demonstrated just how fragile the artificial “Mulberry Harbor” now supporting the entire invasion force really was. Beyond this a lack of roads meant that what supplies were landed often sat for days before being transported over the narrow roads to where they were needed.

Field Marshall Bernard Montgomery decided the key to victory was the capture of the city of Caen. Once Caen and the road net it controlled was in British hands all of the lightly defended heart of central France would be open to attack.

The first attack was made directly on the city by parts of the Royal Ulster Rifles, the Canadian Third Division, the 185th, and 9th Infantry Brigades on June 7. It was stopped outside the city by units of the Hitler Jurgend (Hitler Youth Brigade), the Twelfth SS Panzer Divisions, and accurate artillery support. Montgomery's next attempt to capture Caen was a pincer attack by the 51st Highland and British Seventh Armored (Desert Rats) Divisions. The 51st were unable to make any progress against reinforced German positions, leaving the entire burden of the battle to the Desert Rats.

Moving quickly against light resistance, the tanks of the Seventh soon left their unmounted support infantry behind. Within hours they roared into their first objective, the village of Villers Bocage. Occupying Villers Bocage were five Tiger tanks from the 501st SS Heavy Tank Battalion. Having thought the village was safely behind their lines, the Tiger's commanders had taken the opportunity to make needed repairs on their AFVs. As a result their commander, Hauptsturmfürer Michael Wittman, found he had only his own Tiger ready to resist the advance of an entire British battalion of Cromwells. Thinking that resistance was continuing to be light and the village safe the lead companies of the Desert Rats paused in column formation after entering the town. Wittman and his command were highly decorated veterans of three years of armored combat on the Eastern Front. Capitalizing on the Desert Rats overconfidence he was able to race his lone tank along their column, immediately destroying three tanks and support vehicles. Lacking their own infantry support, the British next found themselves attacked by German infantry in the buildings. As the other Tigers joined the confused battle, their greater armor and experience took a heavy toll on the British. Eventually the entire advance was stopped and dozens of prisoners, including the Desert Rat's commanding officer, Lord Cranley, were captured. This was all accomplished by five Tigers and less than two companies of Panzergrenadiers. The Seventh Division lost 25 tanks and 28 other vehicles in that single day's combat.

## **RECENT EVENTS:**

**8 June Baik New Guinea:** Fighting continues with no victory in sight.

**8 June Mannerheim, Finland:** The Russian 21st and 23 Armies begin an assault on the city after a three hour artillery barrage.

**9 June Normandy:** With the arrival of the American 9th Division the Allies have moved a total of 325,000 men through the beach head in three days.



**10 June Italy:** Balancing small advances by the British and Americans, the South African 6th Armored division is repulsed at Bagnoregio.

**11 June Rumania:** The US 10th Air Force bombs the oil fields at Focsani in the first of the "Shuttle Raids" ending in Russia.

**12 June Normandy:** On D-Day +6 the US VII Corps has still failed to reach the objectives set for D Day +1.

**13 June England:** The first of the German V1 Vengeance weapons lands in Southern England.

**To:** Colonel Lord Cranley  
Officer in Command, Seventh Armored Division

In conjunction with a simultaneous attack by the 51st Highlanders advance along the line of objectives enclosed until you occupy positions commanding and isolating the city of Caen.

Dempsey, Commanding British Second Army

**To:** Officer Commanding: Caen

Hold and defend the city of Caen as per Fuhrer Order preceding. It is vital that we retain control of the vital cross-roads and facilities of this city. Reinforcement with strong armored elements may be expected.

Erwin Rommel



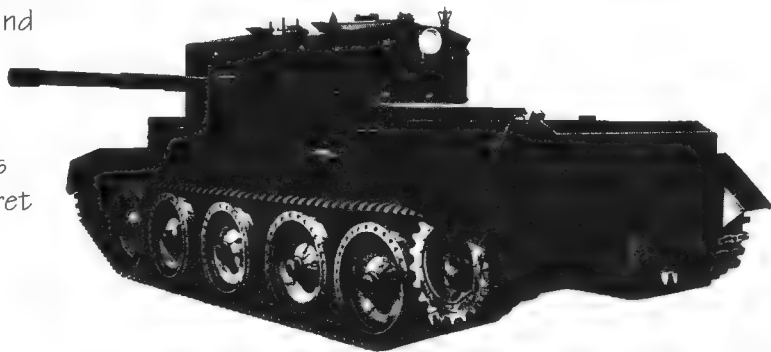
## Pzkwpf IV

Having been developed in 1938, the Panzer IV had evolved from being the “heavy” tank in the fourth company of a tank battalion to one of the lightest armored vehicles on the battlefield by 1943. The main battle tank of the Wehrmacht in 1940, the Pzkwpf IV F was upgunned to carry the long 75mm in 1942. Almost 6000 Pzkwpf IV of the F, G, and the more heavily armored F models were produced by 1944 when a policy change transferred their factories to the production of SP Anti-tank guns.



## Cromwell

The A27 or Mk VIII Cruiser tank first entered combat at Normandy. This tank mounted a 75mm gun that was designed to use American ammunition. This greatly eased the problem of supplying it when operating in conjunction with US forces. A Christie suspension and Meteor Engine made these tanks one of the fastest tanks on the battlefield and a favorite of those who manned them. Used through the end of war in Europe, the Cromwell was regularly improved and often modified for special duties. Notable in their service were the Cromwell Forward Observer tank sporting a mock gun and packed with radio and artillery spotting equipment. Also highly respected was the Cromwell Tank Recovery vehicle on which the turret was replaced by a large crane.





## HILL 112

*"I don't care how many tanks you British have so long as you keep splitting them up the way you do. I shall continue to destroy them piecemeal."*

Field Marshall Erwin Rommel  
in conversation with captured British Brigadier Moorewood  
in The March to Tunis

### TOP SECRET

Strategic Overview  
Supreme Headquarters Allied Expeditionary Force

**Access:** Divisional Command and Above

**Issue Date:** July 10, 1944

The Capture of Cherbourg on 27 June by the American First Army promised relief from the severe shortage of supplies and gasoline that have hampered recent actions. With the possibility of increasing the tempo of the Normandy offensives, increasing possession of the strategic crossroads centered on Caen becomes imperative. The Russian offensive begun on 22 June continues to grind slowly westward. Field Marshall Busch has been replaced as the commander of Army Group Center.

A major air victory has been scored over the Japanese in the Battle of the Philippine Seas. A massive air duel over the Mariannas Islands between U.S. Carrier planes and Japanese carrier and land based aircraft resulted in the destruction of over 400 Japanese aircraft for the loss of 130 American.

In Italy the Germans delivered a severe blow when a counterattack trapped formations of the British XIII Corps at Chiusi. In other parts of Italy a slow advance continues. Momentum has been lost here as units are withdrawn for Anvil.

## RECENT EVENTS:

**7 July Caen:** Over 400 bombers dropped almost 2300 hundred tons of bombs on Caen today. Many of these bombs had delayed action reaction fuses intended to destroy buildings and defensive positions.

**8 July Caen:** The third major offensive commanded by Montgomery to take the city has bogged down with half of Caen still in German control.

**10 July New Guinea:** A surprise Japanese attack across the Driniumor River inflicted heavy casualties on the U.S. 128th Division.

**To:** Officer Commanding  
Duke of Cornwall's Light Infantry

In order to complete the liberation of Caen it is necessary that a strong position be occupied and held on Hill 112. You will be supported by elements of the Seventh Hampshire and attached Churchill tanks. Many of these tanks have been modified with flamethrowers, making them ideal for urban combat.

Dempsey, Commanding British Second Army



**To:** Officer Commanding :Caen

Hold at all costs and defend to the last man. All ground taken by the enemy must be recovered by vigorous counterattacks.

By order of the Fuhrer, Adolf Hitler

## **Churchill**

When WW II began it was thought that fighting would soon return to the trench warfare familiar to the veterans of WWI. Designed to be used in this environment was the Churchill "Infantry" tank. Infantry tanks are slow, heavily armored, and capable of crossing shell torn fields. By North Africa the Churchill had been upengined and its two pounder was replaced by a six pounder in the Mk IV version. Over 5,000 Churchills were built, including several hundred specialty tanks of all sorts. Reliable and enduring in combat, this tank remained in use until the early 1960s.

## Hetzer

When Germany conquered Czechoslovakia in 1938 the Wehrmacht added to its panzer divisions large numbers of the well designed Czech 38 ton TNH38 tank. These vehicles fought effectively until 1943 when it was apparent they had become outdated. The decision was made to remove their turrets and use these well designed vehicles as the basis for a wide range of SP anti-tank guns. Among these were the Hetzer and some models of the Marder. Armed with a 75mm Pak 39 AT gun, over 1400 Hetzers were produced from May 1944 until the end of the war. Newer models based upon the same chassis design were still used by the Czech and Swiss armies into the early 1960s.

## ST. LO

Happily for the Result of the battle - and for me - I was, like other generals before me, to be saved from the consequences of my mistakes by the resourcefulness of my subordinate commanders and the stubborn valor of the troops.

Field Marshall Viscount Slim  
Defeat Into Victory, 1962

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**Issue Date:** July 15, 1944

A lack of fuel and increasing casualties have caused General Omar Bradley to change strategies from advancing



on a broad front, which takes advantage of the Allies superior numbers, to a more concentrated attack with specific objectives. Until recently this has been impossible as the hedgerows limited to the roads any movement by armored units. Use of the "Rhino" tucks from a design created by a sergeant and a private in the 102nd Cavalry Recon of the Second Armored Division, will free our armored vehicles from the roads and now permits a concentration of offensive strength in a single sector. Massive bomber attacks have softened the enemy south of Cherbourg. A breakout on this front will lead directly to Paris.

The Russian Offensive continues, with the Finnish Mannerheim Line breached in several locations by Russian massed armor assaults. It is expected the Finns will soon be forced to accept a peace on terms dictated by Stalin.

## **RECENT EVENTS:**

**11 July Normandy:** Forces of the U.S. First Army are advancing as Operation Cobra enters its second day.

**13 July Lithuania:** Vilna has been captured by Soviet forces after intense street fighting.

**13 July Hawaii:** Roosevelt, Nimitz, and MacArthur complete discussions of Pacific strategy

**14 July New Guinea:** The last counterattacks across the Driniumor River have been repulsed.

**To:** Lieutenant Joseph Collins, Officer Commanding  
VII Corps, U. S. Army

Your overall objective is to achieve a decisive breach in the opposing defensive positions south of Cherbourg. Your assault will be given the highest priority for gasoline, supplies, and air support. The breakthrough is, and must remain,



your major objective. Strong points, if necessary, should be masked and bypassed. The VIII Corps will operate on your right and the XIX Corps on your left. Maintain contact with both flanks at all times. Initial strong resistance is expected along all of your fifteen Division front. Intelligence predicts a shortage of replacements and reinforcements will have a visible effect on the enemy within days.

Omar Bradley, Commanding U. S. First Army

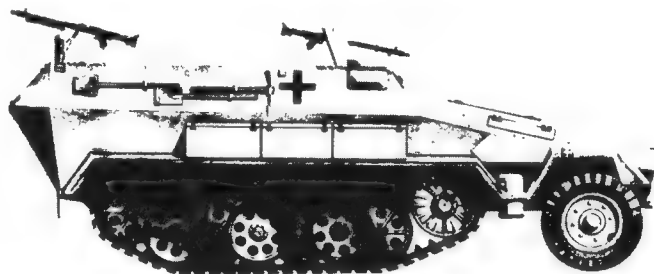
### **Panzerschreck**

The “panzer terror” or more commonly the “Stovepipe” was a copy of US bazookas captured in 1942. More effective than the Panzerfaust, the Stovepipe varied from the US model only in the use of a rigger magneto rather than batteries to ignite the rocket it fired. The one pound seven ounce charge in the rocket was capable of penetrating 100 mm of armor at any range.



### **Sdkfz 252/1**

The Armored Personnel Carriers (APC) proved their value as early as the invasion of Poland with the success of the Panzergrenadierwagen. Armed with a 7.92 caliber MG 34, the Schutzenpanzerwagen carried a detail of ten infantrymen with complete safety from small arms fire at the same speed as the panzers. Though recognized for their value, production limitations prevented the APC from appearing in any numbers on the German side.



# A BRIDGE TOO FAR

The Officers of a Panzer Division must learn to think and act independently within the framework of the general plan and not wait until they receive orders.

Erwin Rommel  
The Rommel Papers

## TOP SECRET

Strategic Overview  
Supreme Headquarters Allied Expeditionary Force

**Access:** Divisional Command and Above

**Issue Date:** September 17, 1944

The rapid pursuit of German forces has seriously depleted all supplies of gasoline and other fuels. The advance on a broad front has, in General Eisenhower's opinion, exacted the expected heavy toll from the Wehrmacht as it retreated. A decision has now been made to allow the 21st Army Group, Field Marshall Montgomery commanding, to be allocated a large proportion of the available resources in the hopes that the XII and XXXth Corps can effect a crossing of the remaining river barriers on the German frontier.

Operation Anvil has been a success and resistance by the isolated Nice and Marseilles garrisons is weakening. A link up with the Allied units advancing north is expected within days.

The Russian offensive has gained momentum in the south where gains have been made in Yugoslavia and Rumania.



Advances by the 2nd and 3d Ukrainian Fronts have trapped over 100,000 German and Rumanian combatants. A coup has toppled the pro-Nazi Rumanian government and its successor has asked Stalin for terms and declared War on Germany.

The first V2 rockets have landed in London. The destruction caused by the large explosive charge carried by these vengeance weapons is much greater than that of the V1. Unlike the V1, the V2 rockets can be launched from inside Germany. V1 attacks have been curtailed as their launch sites are overrun by the advancing British armies.

In Italy continued pressure is beginning to have its effect on the Gothic Line. In Eastern Italy there have been no advances for some weeks against the strongly defended Gemmano and Coriano Hills.

## **RECENT EVENTS:**

**8 September Brussels:** The Belgian government has returned to their capital from its refuge in London.

**12 September LeHavre:** The German garrison of 12,000 has surrendered, freeing this important port city. It will still take several weeks to repair the damage to the port's facilities.

**14 September France:** Field Marshall Montgomery issues final orders for Operation Market Garden.

**15 September Warsaw:** The Russian advance halts on the far bank of the Narew and Vistula. German forces begin the process of crushing the uprising their approach sparked in the Polish capital.

**16 September Baltic States:** Four Russian Fronts open a major offensive against the German forces in Estonia and Lithuania.





**To:** Major General R. E. Urquhart, Officer Commanding  
First Paratroop Division, British Army

The objective of the First Para is to occupy and hold the crossings on the Meuse and Rhine Rivers. Key among these are the highway, railroad, and pontoon bridges at Arnhem. Strong armored forces from the Second Army will drive forward to relieve your positions. You are to hold until relieved.

Field Marshall Bernard Montgomery, 21 Army Group

**To:** Commander  
Ninth Panzer Division

Reports have arrived of a serious air assault by airborne forces on vital bridges crossing the Rhine and Meuse Rivers. Should we fail to maintain control of these bridges, the natural and historic advantages of defending our fatherland's borders will be forfeit. Of particular concern are reports that some or all of the bridges at Arnhem have been occupied by enemy paratroops. These bridges must be recovered or destroyed at all costs before British armored columns driving north are able to take advantage of their loss. You will be given every support.

Student, Commander, Army Group H.

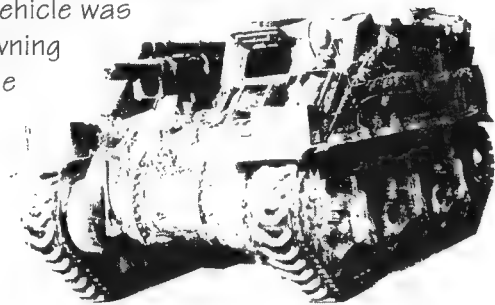
## Hummel

This self propelled gun was a marriage of the Pzkwf III, and later Pzkwf IV, chassis with the proven and effective 150 mm Field Howitzer. Hummel means Bumblebee and this weapon was capable of firing several miles, but was nearly always used in a direct fire mode in the support of infantry or as an assault gun.

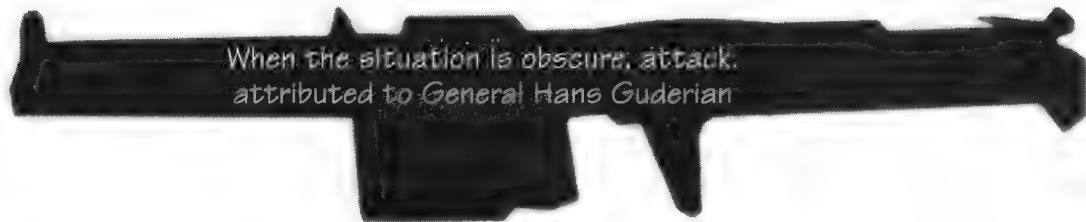


## Priest

This US/British Self Propelled (SP) Gun didn't enter into service until 1942 when it was deployed with the British 8th Army in Africa. Mounting a 105 mm Howitzer (M2A1) this vehicle was known as the M7 in US service. The forward, round cupola mounting a Browning Machinegun for AA defense was known as the "bloody pulpit" and gave the vehicle its nickname.



## CLASH AT SARRE UNION



## TOP SECRET

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**Access:** Divisional Command and Above

**Issue Date:** December 2, 1944



By the beginning of November, the opening of the port of Antwerp has finally assured the allied armies of a regular supply of ammunition and gasoline. Expected clouds and poor weather have hampered air support on all fronts. Even in Italy torrential rains have brought a halt to most fighting. No major clashes are expected by the Allied commanders until the weather is more conducive to exploiting any successes. Local assaults, such as the attempts to breach the Orscholtz line by the XX Corps continue.

The Russian Army prepares for a new Winter Offensive that they hope will end on German soil. In the South, vital cities in Hungary have fallen to the Russian/Rumanian Armies.

Kamikaze suicide planes have begun to take a heavy toll on American ships in the Pacific. In recent weeks the carriers Essex, Intrepid, and Hancock, in addition to several smaller carriers, have suffered major damage from this new Japanese weapon.

Fighting continues on Leyte in the Philippines. Moving off the defensive in mid November, the American forces have struck hard against the Japanese, who were themselves massing for another attack. Rain and exhaustion result in only desultory fighting along most of the line as the Americans return to the defensive at the end of the month. Both sides suffered heavy casualties. Pellileu has finally fallen after thousands of American casualties and almost 14,000 Japanese deaths.

In late November a general offensive is begun all along the Allied lines in France. This is met by strong German counterattacks. The allies greater numbers and air superiority allows them to continue forward, threatening to close the Colmar Pocket. While many large German formations remain, many of the panzer divisions had been depleted until their strength was barely that of a prewar battalion. Such small, but intact organizations were often referred to as kampgruppen to distinguish them from more complete formations. The kampfegruppe being a smaller, but integrated combat formation. Normally a kampgruppe that remains from a depleted division becomes the core around which the division is brought back to strength.



As the Germans were pressed back to their own borders, necessity often forced commanders to press these smaller formations back into combat without reinforcement. A kampgruppe could be a dangerous opponent. While small, every man was a veteran of years of combat, and an expert at his trade. Many of these experienced units were also given the best tanks, often Panthers. The consternation of many allied commanders when they are informed they are being attacked by two or three panzer "divisions" that are really kampfgruppen was often significant.

## **RECENT EVENTS:**

**20 November Albania:** The German Army abandons Tirana and most of the Albania as their escape route north is threatened.

**20 November Metz:** The city is captured by Americans commanded by George Patton.

**21 November Northern Pacific:** The US submarine Sealion sinks the Battleship Kongo and the destroyer Urakaze.

**22 November Finland:** Finnish forces, now fighting for the Russians, drive the last German units out of Finland and into Norway.

**26 November Yugoslavia:** Tito agrees to open certain ports to the Royal Navy and American ships.

**1 December Hurtgen Forest:** The U.S. VII Corps (First Army) is badly battered in attempts to push through this densely wooded area.

**To:** Officer Commanding  
26th Infantry Division



Continue the Division's advance with as much alacrity as resistance allows. While air support has been sporadic, you will have support from the 761st tank battalion. This battalion, as you know, is staffed by almost entirely Negro NCOs and enlisted men. They have already proven themselves in battle and earned their nickname, the Black Panthers. It is vital that the momentum of this advance be maintained. We are approaching the borders of Germany and any hesitation will allow them to reactivate the prewar defense positions. A limited number of casualties taken now is far preferable to the thousands that would be suffered breaching such a position.

General George Patton, Commanding Third Army

**To:** Commander

Eleventh Panzer Division

The Eleventh Division is ordered to move forward with all available remaining forces to stop the American advance short of positions now being prepared. You will be supported by the 13th Panzer with whom you have fought beside before. Being now equipped with a number of Tiger tanks should give your kampgruppen a distinct edge over the lighter armed and less heavily armored enemy AFVs. You are to deliver the enemy so decisive a defeat that it will cause them to hesitate and allow time for new defenses to be constructed along the Rhine. Having done this retreat intact into them.

Student, Commander, Army Group H.

## **Sherman**

In 1941 it became apparent that the Grant tank was a less than satisfactory combat vehicle. Work immediately began to develop a tank that took into consideration the experiences and requests of the British Army. The result was the Sherman tank series. Armed with a 75mm gun of increasing effectiveness, the Sherman tank fought in

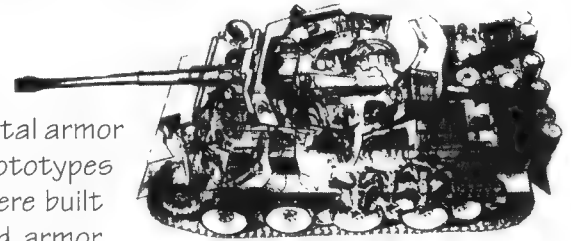


## Sherman

In 1941 it became apparent that the Grant tank was a less than satisfactory combat vehicle. Work immediately began to develop a tank that took into consideration the experiences and requests of the British Army. The result was the Sherman tank series. Armed with a 75mm gun of increasing effectiveness, the Sherman tank fought in every theater of the war. Feeling the Sherman was undergunned, the British army modified most of those they received by adding the heavier 17 pounder. This tank was known as the Sherman Firefly. Over 42,000 Shermans were manufactured during WWII, a number matched in size only by the Russian T34 series.

## Tiger

The PzKpfw VI, the Tiger, was the heavily armored and mounted the famed 8.8 cm gun. This gun was more than capable of breaching the frontal armor of most allied tanks, even the Russian heavy tanks. The first Tiger prototypes were shown at Hitler's Birthday, April 20, 1942. Almost 1350 Tigers were built between 1942 and 1944. Because of their own thick and highly sloped armor the Tiger's front glacis was nearly invulnerable to the guns carried by American and British tanks. This combination of power and protection made for very high morale among this tank's crews.



**Designer's Note:** Historically the Black Panthers in coordination with the 26th Infantry were able to defeat the more numerous and heavier gunned German tanks. The German Divisions withdrew with heavy losses and the advance continued.



# ELSENBORN RIDGE

No sane man is unafraid in battle, but discipline produces in him that vicarious form of courage.

George S. Patton, Jr.  
War as I Knew It

## TOP SECRET

Strategic Overview  
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**Access:** Divisional Command and Above

**Issue Date:** December 15, 1944



No-one was more aware of the dissension among the Allies than Adolph Hitler. Such situations as the fierce competition between Montgomery and Patton helped to feed his delusion that only a single set back was needed to break apart the Allies and open the way to negotiated peace with either England or the U.S. on favorable terms. So it was that even while the General Staff pleaded for reinforcements to firm up the defense against a Soviet Army threatening to break through on all fronts he chose instead to take his last great military gamble.

Patton's Seventh Army was fully committed to attacking East when the German counteroffensive that became known as the Battle of the Bulge began. Concentrating new and veteran divisions taken even from the now precarious Eastern Front, Hitler was able to assemble a strong force of arms in the Ardennes Forest. More amazingly, this was done in total secrecy. The front chosen for this attack was considered quiet and too difficult for a major offensive. (Ignoring France's experiences only a few years earlier.) Most units stationed there were either recovering from



long periods of hard duty or new divisions being given their first taste of war in the gentlest manner possible. The frontages assigned these green or exhausted divisions were three times normal. On December 16 a massive artillery barrage opened what was to be the final great German offensive of the War. The severity of the situation in the Ardennes was increased by the losses suffered earlier in the attempt to capture the Rhine bridges at Arnhem. Strategic reserves were virtually nonexistent as these had been lost at Arnhem or in the attempt to relieve the paratroopers caught there.

The German force assembled for "Autumn Mist" consisted of no less than 30 divisions containing a quarter of a million men, 2000 guns, 1,000 of the latest models of tanks, and 1500 aircraft. This was virtually the total war production of the last three to five months for most items and Germany's entire strategic reserve. Facing this force were six divisions in V and VIII Corps containing no more than 80,000 men. In many cases their armor and artillery formations were understrength and awaiting replacements and replenishment.

The tactical goal of the German attack was to break through these thinly held American lines and race for Antwerp. This would not only separate the American Army from the bulk of the British forces, but also place both in a precarious supply situation. As the battle began, the American units, often just squads or single vehicles, withdrew in the face of overwhelming odds.

## RECENT EVENTS

**5 December East Front:** Russian Forces cross the Danube near Vukovar.

**7 December Hungary:** The Soviets announce that they have detected the presence of units formerly in Italy and France now defending Budapest. Budapest is the key position in the German's defense of the Balkans against the Ukrainian Front.



**8 December Pacific:** Heavy Bombers and Superfortresses carry out their first bombing on Iwo Jima.



**10 December Asia:** Japanese expansion reaches its highest point when their armies in China and Indo-China link up for the first time.

**23 December Philippine Sea:** The cruiser Nashville and the destroyer Haraden are so badly damaged by kamikaze attacks they are forced to abandon their places in formation.

**15 December Philippines:** Supported by a parachute battalion, the 24th Division lands on Mindoro.

No coherent overall orders were transmitted to the defenders during the first hours of the Battle of the Bulge. A nearly complete lack of information rendered the Divisional HQs impotent except on the local level. Field commanders gathered those units available, including stragglers entering their lines, and prepared defensive positions such as that at Elsenborn Ridge. All were ordered to simply hold as long as possible, delaying the German spearheads until reinforcements could arrive. Bad weather prevented any air support or air intelligence during the crucial first days of the battle.

**To:** All Officers Twelfth SS Panzer Division

Let me impress upon you the need for a rapid advance. You face only second rate American units. We have achieved the great advantage of tactical and strategic surprise. A rapid advance crushing or bypassing whatever forces you encounter will give us a victory that may force peace in the West. Your valor will also gain the time needed to prepare the Fatherland to defend itself. You have superior weapons, better morale, and highly skilled leaders. Use all of these to drive to the Meuse and beyond to Antwerp. Let only the Ocean stop your advance.

Model, Commanding Army Group B



## Jagdpanther

By mid 1943 the need for a heavy tank killer was apparent to those fighting on the Eastern Front. The answer was to place the 88 mm pak 43 gun on a Panther chassis. Production began in February of 1943 and was severely impeded by the bombing campaign and a lack of materials. Still, 382 of these heavy tank killer were manufactured by the end of the war. Extremely effective from a set or defensive position, the jagdpanther was only dangerous to vehicles to its front and extremely vulnerable to attacks from its side.



## The Vickers Machine Gun

In 1883 Hiram Maxim needed a partner to produce his new rapid firing gun. He entered into an agreement with Albert Vickers. The Vicker-Maxim gun became the standard machine gun for the British army in 1912 and remained so until the mid 1960s. This was a near record in longevity for a modern weapons system. The water cooled Vickers machinegun fired from 450 to 500 rounds per minute of 303 caliber rounds at a muzzle velocity of 747m/sec. Generally a 250 round cloth belt was used throughout the Second World War. Noted for its reliability, the Vickers had several disadvantages, including the need to make up the belts of ammunition and a demand for a regular supply of water. Perhaps to the soldiers who used them the Vickers biggest drawback was the weapon's 40 pound weight and heavy tripod.



# AVENGING MALMEDY

No nation can safely trust its martial honor to leaders who do not maintain the universal code which distinguishes between those things that are right and those which are wrong.

General Douglas MacArthur  
Reminiscences, 1962



## TOP SECRET

Strategic Overview  
Supreme Headquarters Allied Expeditionary Force

**Access:** Divisional Command and Above

**Issue Date:** December 19, 1944

All other actions on the Western Front took a back seat to the German counteroffensive in the Ardennes. The results of this battle would determine the length, if not the outcome of the war. A serious Allied defeat could have stabilized the Western Front and allowed for needed German reinforcement of the Eastern Front. Its failure left Germany without a reserve and open to a renewed Allied offensive in the Spring.

The lead element of the Sixth Panzer Army was Kampfgruppe Pieper. This was a regimental sized task force comprised of tanks accompanying infantry carried in most of the Army's rare half tracks. Nearly everyone in Pieper's four thousand man command was an experienced veteran and many had served under Pieper before.

Pieper found that in the snow and hills of the Ardennes he was forced to alternately bunch up and then string out



his command as they advanced. This left them vulnerable and made everyone nervous. Nor could there be any hesitation in their advance as behind this kampfguppe were the over fifty thousand men and hundreds of vehicles of the Sixth Panzer Army. Should Pieper pause or be obstructed for too long, that great mass would shudder to an entangled halt.

When Pieper heard shots being fired at his front he hurried to investigate. When he arrived, the Colonel found his advanced units firing into a column of American trucks. To the German commander's frustration he was unable to halt their firing until most of the supplies these trucks carried were destroyed. Over 140 Americans were captured, most were from the 285th Artillery Observation Battalion.

There is some question as to what followed. Some claim that Pieper himself ordered the prisoners killed. Certainly he was in no position to deal with such a large number of prisoners and also couldn't take them with him. Nor could he spare the men and vehicles that would be necessary to take them back to the Sixth Army. Several witnesses say he reminded his men of the bombing of their families in the cities of Germany and then ordered the prisoners shot. Pieper himself claimed to have given only orders for the men to be held. What is sure is that just after he left the column's point all 140 men were machinegunned and left for dead in the snow.

For the next few days Pieper drove successfully into the American position in the Ardennes. Several towns and large numbers of trucks, half tracks, and supplies were captured and added to his column. Two smaller German units he encountered placed their 1800 additional men under his command. His success continued until Kampgruppe Pieper ran into the 30th infantry and 82nd Airborne Divisions advancing northward. A running battle followed, which along with the destruction caused by retreating American units, resulted in the loss of the column's fuel supply. With just enough remaining fuel remaining to rejoin the Sixth Panzer, Pieper turned back.

The American reinforcements maintained contact with Pieper's rear elements. The weather cleared and P-47 Thunderbolts were also able to harass and slow the kampfguppe's retreat.

The German column turned to fight near the village of La Gleive. American armored and Infantry units were added to the battle until several of the German tank commanders saw defeat was inevitable and began to falter or retreat. Pieper ordered them to stand and his anti-tank guns to destroy any shirkers. It was a slugfest the outnumbered Kampfgruppe was bound to lose. A steady stream of reinforcements and an increasingly fierce artillery barrage made the final result inevitable. A desperate attempt by the Second Panzer Division to relieve Pieper was blocked by the 82nd Airborne.

With the failure of the relief attempt, the survivors of Kampfgruppe Pieper were ordered on Christmas Eve by the Sixth Army to retreat, even if this meant abandoning their heavy weapons. Of the nearly 6,000 men Pieper commanded at the peak of his success, only 800 eventually made their way back to the now stabilized German positions. It was Christmas Day and the German offensive in the Ardennes had lost its momentum.

## **RECENT EVENTS:**

**16 December Burma:** The Japanese retreat continued with the abandoning of Bhamo. Elements of the 19th Indian Division join up with the British 36th Division fighting its way north.

**16 December China:** Talks between Chiang Kai Shek and the Communist leaders on joint action against the Japanese falter as Chiang refuses to supply the Communists with arms or ammunition.

**16 December Italy:** General Alexander is promoted to Field Marshall and made Supreme Allied Commander, Mediterranean. General Clark turns the 5th Army over to Truscott and takes command of the Italian Theater.



**To:** Commanding Officer 30th Infantry

Continue to Engage elements of the advance force of Sixth Panzer Army. Your Division will be strongly supported on both flanks by the advancing units of Patton's Third Army. The 82nd Airborne is moving to positions that will block this force's retreat and prevent the expected attempts to relieve it.

HQ XVIII Corps

**To:** SS Colonel Jochin Peiper

Kampfgruppe Pieper

Advance toward Stoumont and then to Leige. You are the leading element of the Sixth Panzer Army. You are to operate as in independent command causing the greatest degree of disruption in Enemy rear areas concomitant with your primary mission.

Sept Deitrich, Sixth Panzer Army.



## Crusader

By the end of the battle for North Africa it was apparent that even the upgunned 6 pounder Crusader Mk 3 was outclassed by its German opponents. Still, the cruiser tank model continued to be used in a wide range of specialty roles. Among these were the Crusader Mk2 AA that mounted twin 20mm Oerlikon cannon and the Crusader Commander, which was stuffed with communications equipment and had only a dummy cannon. Both of these vehicles saw action in Normandy and the battle for France.



## Panther

The Pzkwf V, the Panther, is perhaps the most famous of all German WW II tanks. It was developed to meet the challenge posed by the Russian T34 and KV series tanks that had begun appearing in numbers on the Eastern Front. The first models of this tank were rushed into combat at Kursk before testing had been completed. As a consequence they suffered from continual mechanical breakdowns. Later models overcame these difficulties and returned battlefield dominance to the Wehrmacht. Featuring in later models an armored cupola, the Panther had a highly effective 75mm gun. Where this tank excelled was its excellent, sloped armor. The front armor of the Panther was virtually invulnerable. Only well placed side or rear shots could cripple the heavy tank, rarely destroying the AFV with one hit. A total of 850 Panthers were produced between 1943 and 1944.



# THE FORTIFIED EGG

A good plan violently executed NOW is better than a perfect plan next week.

George S. Patton, Jr.  
War As I Knew It, 1947

## TOP SECRET

Strategic Overview  
Supreme Headquarters Allied Expeditionary Force

**Access:** Divisional Command and Above

**Issue Date:** December 21, 1944

The situation in the Ardennes continued to be crucial. A lack of reserves and the commitment of forces to other actions meant that there were few forces available to the Allies to form a second position should the attacking Panzer Divisions break out as they did in 1939. The continuing defense of Bastogne and the area surrounding St. Vith has disrupted German movement and tied up a significant part of their mobile forces in a primarily static battlefield.

The Seventh Armored Division had “stood down” and almost a third of its trained personnel were preparing for extended leaves when the battle began. Many actually entered the battle with their leave papers in their pockets. The Division was based in St. Vith, the center of a “quiet sector” where it was expected they could rest after six months of constant combat. Valiant defense by the 422nd and 423d Infantry Regiments bought the defenders of St. Vith time to prepare once their danger became apparent.





When those units were finally shattered, many of the men in them made for St. Vith and joined its defenders. Just before the first elements of the Fifth Panzer Army began to attack the 112th Regiment of the 28th Infantry Division arrived with their trailing supply column. it was quickly added to the perimeter. The result was that the German attack on St. Vith failed and what Mansteuffel expected to be an easy victory became a serious obstacle to further advances.

## RECENT EVENTS:

**19 December Bastogne:** The Second Panzer and Panzer Lehr Divisions surround the city and demand the surrender of the relatively lightly armed paratroopers of the 101st Airborne. Brigadier Anthony McCauliffe replies “Nuts”.

**19 December Philippines:** General Yamashita is informed that the Imperial Japanese Navy is no longer able to bring supplies or reinforcements to his army on Leyte.

**20 December Italy:** The US Fifth Army prepares to meet an expected German offensive.

**21 December Balkans:** The pace of the German withdrawal from the Balkans quickens as fighting intensifies near Budapest.

## Valentine

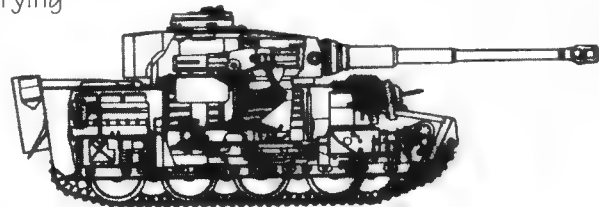
The Valentine was a British tank developed in 1938. At this time the British Army felt it needed two very distinct types of tanks, the fast cruiser and the heavier gunned but slow moving infantry tank. Vickers felt this was wrong and that they could build a heavy tank that was also faster than the War Office's requirement for their “cruiser”. Delivered for testing on February 14, 1938, the tank they developed was immediately called the Valentine tank.



The Valentine, in various models, was used throughout the war. The upgunned Mark 3 entered service in 1940 and was armed with a 6 pounder gun and powered by a GMC diesel engine. Over 8,000 Valentines were built in England and Canada, including over 2700 shipped to Russia. By the end of the War the Mark 10 was armed with a 75mm gun and had long ceased to be considered a rapid vehicle.

## Wespe

Wespe is German for Wasp, an appropriate name for the 105 self propelled howitzer developed in 1942. The Wespe combined a PKW II chassis with the 105mm le FH18M field howitzer. Carrying 32 rounds in its chassis, the Wespe is considered by many to be one of the most effective SP guns of the war. 676 had been built by the end of the war and also an additional 139 unarmed ammunition carriers on the same chassis. They were primarily issued to armored formations.



**To:** Major General Jones; Commanding Officer 7th Armored Division United States Army

It is imperative that all the forces under your command make every effort to maintain their positions. Relief is being organized, as are efforts to air drop supplies once the weather clears sufficiently. You are hereby placed in command of all units located within the St. Vith defensive position.

Major General Matthew Ridgeway, Commanding General XVIII Corps

**To:** Commanding Officers 18th and 62nd Volksgrenadier Divisions

Supported by elements of the Sixth Panzer Army you are instructed to eliminate the pocket of resistance centered



on St. Vith. Additional support will be provided as available and needed. Time is a critical factor in this endeavor.

Manteuffel, Commander Fifth Panzer Army

## **EASY COMPANY'S HARD DAY**

*It is the cold glitter in the attacker's eye, not the point of the questing bayonet that breaks the line.*

*George S. Patton, Jr.*

### **TOP SECRET**

*Strategic Overview*

*Supreme Headquarters Allied Expeditionary Force*

**Access:** Divisional Command and Above

**Issue Date:** January 14, 1945

The Offensive begun 3 January by the British XXX Corp forced the withdrawal of four Panzer Divisions from the Ardennes. After a final lunge at Bastogne, General Manteuffel began an orderly withdrawal of what remained of his armored forces. At the personal order of Adolph Hitler strong infantry and support forces are retained in the Bulge. This forces the Allied Armies to fight on a broader front than they faced earlier and relieves much of the pressure on the Ruhr Valley. While delayed several times by isolated resistance, the American counterattack continued into the salient without a pause.



Budapest is surrounded by Russian and Rumanian armies. A major attempt by Army Group South to relieve the city fails.

In the Philippines the US Eighth Army has completed its liberation of Leyte Island. Japanese resistance on Mindoro continues. Japanese aircraft from that island continue to harass shipping and sink an ammunition ship. On January 9th the US I Corps and XIV Corp land on Luzon.

On January 12 the Russian Offensive against Poland begins. 5.3 million Russians move against 1.8 million Germans in 164 divisions. The battle begun here will not end until the war does.

## **RECENT EVENTS:**

**7 January Philippines:** Special American units locate and remove underwater obstacles in the Gulf of Lingayen.

**12 January Italy:** The first of six Combat groups formed by the Italians in cooperation with the Allied Military Mission enter combat against the Germans.

**13 January Poland:** German defensive positions on the Vistula River are breached in multiple locations by Armies of the 1st Ukraine Front.

**14 January East Prussia:** The 1st Baltic and 3d Belorussian Fronts begin offensive operations against East Prussia in the area of Schlossberg.

## **Radio Communication:**

**To:** Commanding Officer, Easy Company Second Battalion, 506th U. S. Infantry



Having occupied Noville, it has been determined that the Second Battalion is to continue advancing and occupy the town of Rachamps. The battalion is to attack from the South or Southwest as terrain allows in coordination with an attack from the North by the First Battalion.

Frequencies and schedule follows.

by order of Major General Maxwell Taylor, Officer commanding 506th Division

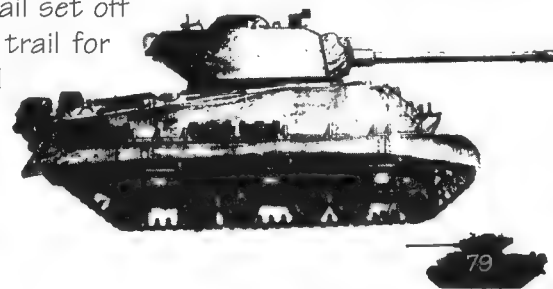
**To:** Officer commanding Twelfth Volksgrenadiers

General Order, Ardennes Salient.

As per the Fuhrer order you are to maintain your position and resist all enemy attempts to drive you back. The Fatherland expects every soldier to rally to its defense.

## **Sherman Crab**

Even before the landings at Normandy the allies knew they would face formidable mine fields. Some means was needed to breach these fields other than hand searching each field. The solution was the Sherman Crab. This was a Sherman tank with a massive flail mounted on it. The chains of the flail set off the mines wherever the tank passed, leaving a safe and chalk marked trail for infantry to follow. One of the best features of the Crab was that it still was also a fully armed, if rather slow moving, combat vehicle. Crabs were used from the Normandy landings until the end of the war.



## Jagdtiger

Only about 70 King Tigers were actually built. By 1944 the need for large numbers of defensive weapons had forced a change from the production of turret vehicles to anti-tank guns mounted on the chassis of existing tanks. When the decision was made to begin doing this with the Tiger chassis, the 128 mm AT gun was also just becoming available. While limited in its movement by a weight that would collapse most bridges, the Jagdtiger was a formidable weapon whose effect on the Eastern Front was much greater than its numbers would imply.

## BRIDGEHEAD AT REMAGEN

There is one sure remedy which must become a principle. If a bridgehead is forming... attack, attack at once, attack strongly. Hesitation will always be fatal.

General F. W. von Mellenthin  
Panzer Battles, 1955

## TOP SECRET

Strategic Overview  
Supreme Headquarters Allied Expeditionary Force

**Access:** Divisional Command and Above  
**Issue Date:** March 7, 1945

In order to cross the Rhine the Allies needed intact bridges. They themselves had destroyed most of the crossings in earlier efforts to restrict reinforcements flowing out of Germany. Now the German troops under the supervision of General Otto Hitzfeld were systematically destroying those bridges that remained. While it was technically



possible for the Army Engineers to construct a bridge across the wide and rapidly flowing Rhine River, this was practically impossible in the face of strong resistance from the far bank. The only solution was to capture a bridge that was capable of allowing sufficient forces to form a bridgehead on the German side of the Rhine. Constructing more bridges would be of no problem if both sides of the river were secured. It appeared that the Allies had to capture an existing bridge in order to construct those they needed.

Hans Scheller, Hitzfeld's adjutant, was dispatched to supervise the destruction of the bridges near the city of Bonn. Little thought was given at this time to the Ludendorff Bridge at Remagen beyond ordering it be prepared for demolition. Remagen was then only a minor city with a poor road net.

The Americans also were paying little attention to the Ludendorff Bridge. Major General John Leonard ordered Brigadier William Hoge to capture the city of Remagen with his mixed arms force, Combat Command B. As an afterthought he was told that "if the bridge was still standing, grab it."

The 14th Tank Battalion and the 27th Armored Infantry Battalion were to assault Remagen. The 52nd Armored Infantry Battalion would force a crossing of the Ruhr, a tributary of the Rhine, on their flank. Almost casually the General added that if the bridge was intact to "grab it."

As the American force entered the town Colonel Scheller was consulting the demolition expert who had mined the Ludendorff Bridge. He was told that 60 charges had been planted on the structure. Scheller immediately ordered these be connected. This was accomplished only minutes before the first American tanks were spotted by the bridge's defenders.

As the Americans approached, Scheller ordered the charges to be set off. A massive crater appeared in the street on the American side of the bridge, blocking any further access by an AFV.



Moments later Lieutenant Hugh Mott of the Ninth Engineer Battalion and two enlisted men crawled out onto the bridge under fire to see if it could still support tanks once the hole was filled.

At this point the demolition of the rest of the bridge was ordered by Scheller. To the demolition expert's horror he turned the key and nothing happened. American infantry was beginning to work its way across the bridge. A sergeant raced 75 yards under fire to repair the broken line. When he regained the German side the charge was set off to the cheers of the nearby soldiers. These cheers soon changed to groans when it became apparent that no more than a second hole in the surface roadway had been accomplished. Lieutenant Mott and his men had been hurriedly cutting every wire they could find and only a few of the charges had blown.

American infantry sprinted across the remainder of the 1000 foot long bridge and within minutes had secured both ends. Upon learning of its capture, General Hoge ordered his entire command to move directly toward Remagen. Within an hour hundreds of infantrymen had extended the bridgehead and tanks were beginning to cross. Guns lined the southern side discouraging any counterattack with heavy artillery fire. Ten days later the bridge collapsed, but several pontoon bridges had since been constructed once both banks of the Rhine were in Allied hands. Colonel Scheller and several other officers present were later court martialed and shot for their failure to defend or destroy the Bridge at Remagen.

## **RECENT EVENTS**

**19 February Pacific:** The Fourth and Fifth Marine Divisions land on Iwo Jima.

**1 March Istanbul:** Turkey declares war on Germany

**3 March Helsinki:** Finland declares war on Germany retroactive to 15 September.





**4 March Königsburg:** Russians begin an attack on this East Prussian city.

**6 March Iwo Jima:** 28 Mustangs and 12 P-61s arrive at the newly restored Airfield #1 to provide close air support for the continuing battle for the island.

**To:** Colonel John Engeman, Combat Command B

Proceed against the town of Remagen detaching limited forces to also secure a crossing on the Ahr River to ensure lateral movement is available. Once you arrive establish a secure position along the Rhine River.

Brigadier Major General John Leonard, Ninth Armored Division

Colonel Hans Scheller

Army Group B

Supervise and ensure the destruction of all bridges crossing the Rhine in all sectors for which Army Group B is responsible.

Field Marshall Walter Model, Commander Army Group B

### **Comet**

This was the last of the cruiser tanks built by Britain during WW II. Designed to carry the largest gun possible on the smallest chassis, the Comet mounted a modified 17 pounder gun whose main advantage was small size of both its muzzle and ammunition. The cost of this size savings was a lower muzzle velocity and lesser penetration. Despite this disadvantage, the Comet proved an effective end for the often unsuccessful Cruiser tank series.

## QUESTIONS:

If you have any questions, or would like game hints please call New World Computing Technical Support at (818) 889-5650 9am-12pm and 2pm-5pm (PTS); or by mail: New World Computing Technical Support, PO Box 4302, Hollywood, CA 90078-4302.



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